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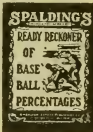
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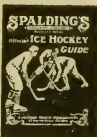
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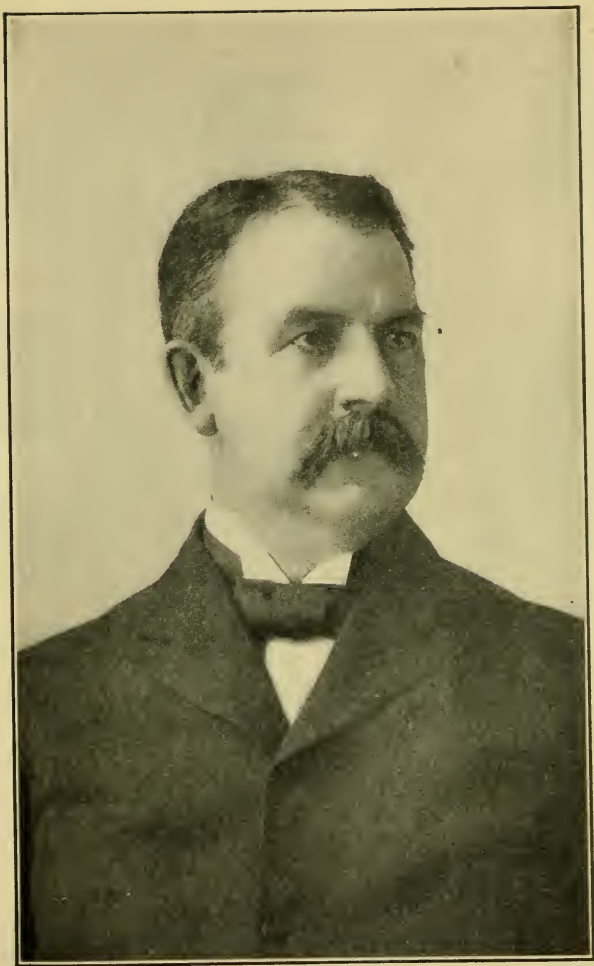


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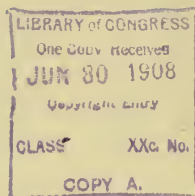
SPALDING'S ATHLETIC LIBRARY

GROUP I ————— No. 228

HOW TO PLAY SHORTSTOP



NEW YORK
AMERICAN SPORTS PUBLISHING COMPANY
21 WARREN STREET



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NEW YORK

2

INTRODUCTION

The shortstop's position has been termed the "keystone of the infield." More properly, it is the pivot. More plays center about shortstop as a fulcrum, and more is asked of the holder of this position than is true of any other baseman. The accuracy of the shortstop's assists are, at times, supremely vital; while the strength of his arm, the speed of his legs and the quickness of his perception many times may contribute to the saving of a struggle badly "in the fire."

The proposition that confronts the candidate for a short field position is, briefly:

1. To have speed enough to range from second to third bases on all sorts of bounders.
2. To field with equal accuracy from either side.
3. To throw fast and surely from any position.
4. To get back to center and left field for short flies out of reach of the regular men covering these positions.
5. To know how to block off runners and to save every inch of space and second of time on men coming into second.
6. To run bases effectively and bat well.

As in nearly every other department of life, there are men physically better adapted to holding the position of shortstop than others. A peculiar combination of strength, speed and keen wits is required.

In general the men who are built low and close to the ground are accepted as the ideal for this and other infield positions, outside of first base. Short stature means that it is easier for the player to field ground balls, as he will have to stoop a less distance. It means generally increased activity in foot-work and ability to get in motion quicker. Then, too, when pulling down a high throw the short man does not have to come so far to tag



WILLIAM DAHLEN,

Shortstop of the champion New Yorks, after a throw to the infield. Dahlen is one of the greatest ground coverers in the business, and a very deceptive player, as he is much speedier than he appears in practice.

the runner out. The shortstops of early base ball were largely men of short legs, long, strong arms and powerful torso.

The ancient model, however, has been somewhat shattered in recent years through the advent of big men in the infield, such as LaJoie, a six-footer who has been considered without a peer. As far as the real facts about physique in connection with the shortstop goes, it is probable that a sound, fast man of almost any build could be trained to fill this position effectively.



NORMAN ELBERFELD.

Showing the position of the New York Americans' shortstop after throwing the ball. Elberfeld is a very accurate thrower and has a fine delivery.

DON'T LET THE BALL "PLAY" YOU

Fielding accurately is, of course, the first feature of the shortstop's work. As the proportion of right-hand batters to left hand is about 2 to 1, the shortstop's life is a busier one in the field than either the second or third baseman's.

Every variety of hit ball known to the game is passed to the shortstop in the course of an average contest, and there can be no set way of handling any ball. The necessities of the occasion frequently govern this.

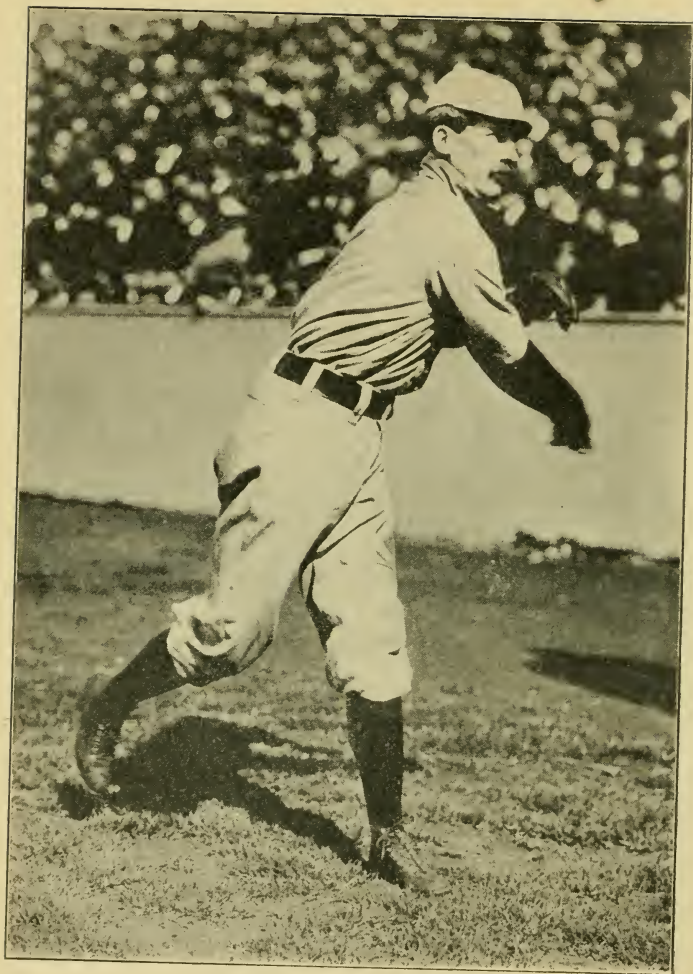
The first principle accepted by experienced shortfielders is that under no circumstances should the fielder let the ball "play" him. That is, instead of waiting for the ball to come on any old bounce the condition of the field and nature of drive may necessitate, the player should move in on the ball or so get to it that the bound will be easily handled, barring unforeseen accidents. Under the best of conditions balls will get away from players; but "playing the ball" saves many an error and besides gets the fielder into his own position for throwing as a rule.

Some amateurs have an ancient habit of getting down on one knee to stop a grounder. Such efforts as these should be discouraged. For, should the ball take the slightest bound out of the direct line, the fielder is caught napping. Moreover, granting that the ball is fielded, the player has to rise to his feet, draw back his arm and go through a series of motions before he can throw—all of which takes time and occasionally gives a life to a runner who should have been retired.

Two safe rules to follow in fielding this position are:

1. Get to the ball as quickly as possible.
2. Go after it with the idea of getting it away from you with the least delay possible.

Loafing or unnecessary delay in either particular are un-

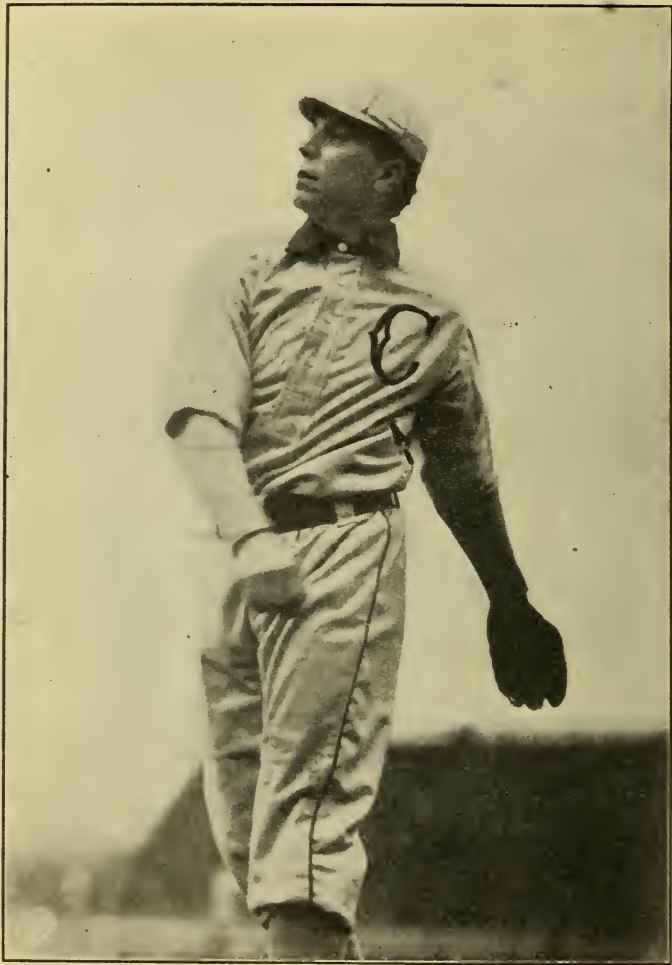


MONTGOMERY CROSS,
Veteran shortstop of the Athletics, who has just made one of his
quick throws to first base.

the second baseman with almost the same motion with which it was fielded whence it is relayed to first.

This play requires considerable practice and the least miscue is apt to throw off the first out and ruin the double. There is no verbal instruction that can teach just how these plays can be executed. Each play has some slight variation from the other which makes it necessary for the fielder to suit conditions to the case and work out his own problems on the diamond.

The whole fielding proposition for the novice can be reduced to a basis of time-saving. Any manner in which he figures he can save an instant in the execution of a play, he can safely argue is the proper method, providing, of course, it be practicable. This is the whole theory of defensive base ball, in fact, and the sooner the neophyte gets it firmly fixed in his mind the quicker he will get results.



GEORGE DAVIS,

Chicago Americans, showing an outfielder's position after having made a throw to the plate or one of the bases. While Davis is an infielder, he often runs back into short left and center to catch flies.

BY NAPOLEON LAJOIE

The shortstop's life, like the policeman's, is not a happy one. I have played several positions on a base ball team and I know what I say. Short field covering involves a tremendous responsibility in both receiving hit balls and getting away thrown balls accurately, to say nothing of having to size up a play with two or three possible solutions every five minutes. I thought the sphere of the second baseman was hard enough, but when I moved over to shortstop in 1904 I found out that I had to accept more chances, cover even more territory and make longer and faster throws.

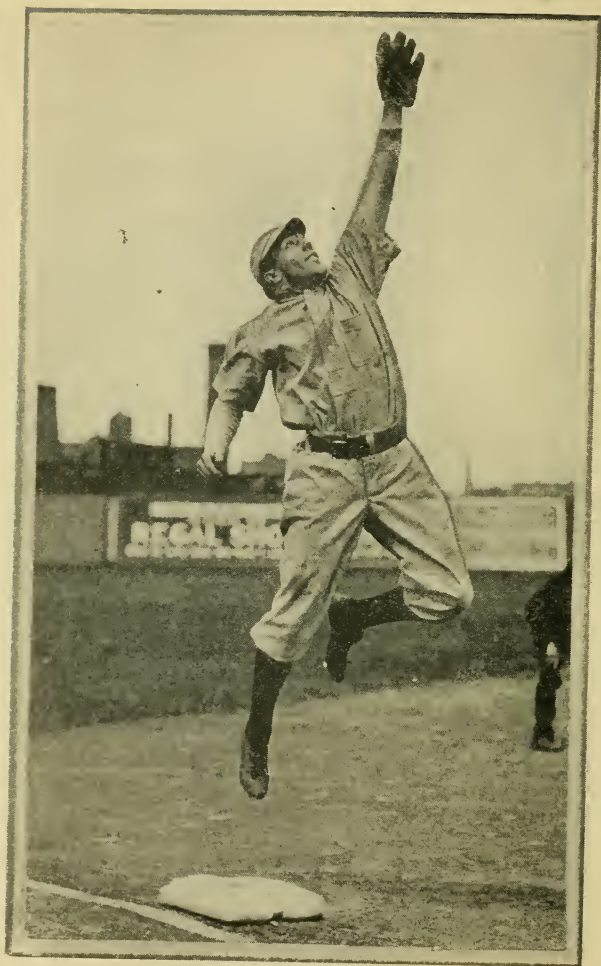
When I came over from second base I found my chief weakness was an over-eagerness to get to the ball, which seemed slower in getting down to me, and some difficulty in getting used to the longer and faster throw.

In the course of time I adjusted myself to the switch. I found out, however, that there is one thing above all others that the shortstop must have, and that is ability to get the ball away from any old position and deliver it accurately and fast.

To meet this requirement the fielder must have an arm of iron and must be naturally quick in mind, foot, eye and hand. There are some few things which can assist natural ability and qualifications in this respect. One of them is constant practice.

The shortstop's position at his station is not a much mooted one. Normally, the shortfielders, including myself, play very deep, provided they possess strong "whips." No other player, by the way, than one who has, can hope to last long in this position. For a left-hand batter the position is somewhat different. I would in that case move somewhat to the right and well back.

The signals for curves to the pitcher also cause me to change



JOE TINKER,
Chicago Nationals' famous shortstop, making one of the hardest
plays on the diamond, a jumping one-hand catch.

my position, as they do with every careful shortstop. For example, a straight ball to a right-hand batter means that the ball, if a grounder, will probably be hit straight to short or third base, while an outcurve to a right-hand batter means that the hit ball will most likely go to the right of second cushion. Various results occur from the different deliveries of pitchers and for this reason shortstops should make a study of the effect of batting of right- and left-handers on the different curves and place themselves accordingly. It will be found that while in many cases the calculation of the fielder as to where the ball is going to be hit will fail, in other instances they are correct and save many a weary chase after what would otherwise be a hard rap catching the shortstop out of place.

The playing of this position, too, varies with respect to the peculiarities of one's team mates in the infield. Any weakness of the second baseman on hits to his right or in covering the bag will make a corresponding difference in the fielding play of the shortstop. The same may be said of the other side of the shortstop.

Having accustomed himself to his position, and discovered the weaknesses and strength of the men he is to work with, the shortstop should next figure out carefully the points of the first baseman of his team—the target at whom he is to throw. It may count something at a critical time to know whether he is weak or strong on low or high throws.

The throwing proposition should be carefully considered by the shortstop. If the work of getting the ball away from the player proves a constant strain on him, he had better seek another berth, as sooner or later his arm will go and he will be useless altogether.

One of the most trying throws a shortstop has to make is that of taking a ball on the run to the left of him with one hand, and then getting it away to first in time to head off the runner. The throw must be made carefully or it will net two or three bases instead of one. At the same time it must be made hurriedly or it will be useless. Shortstops must bear in mind that



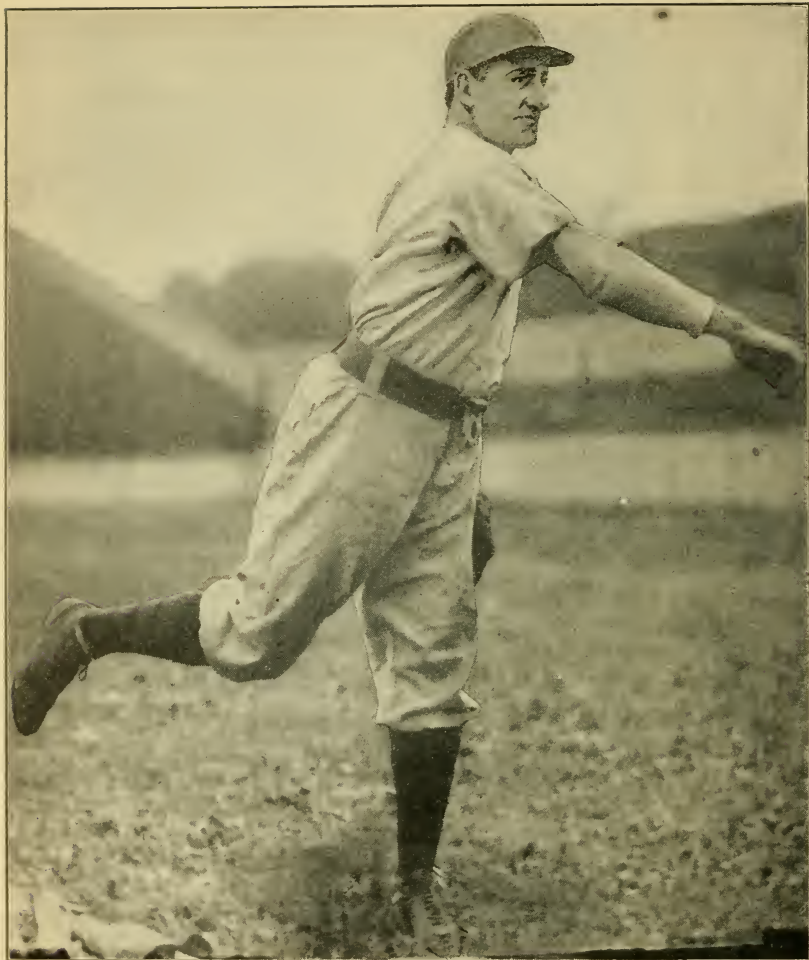
NORMAN ELBERFELD,
New York Americans' shortstop, who has just picked up a hot
one that came to him on his second-base side.

a ball thrown on the run will always raise. A fast grounder is the easiest for the shortstop, as he has time to set himself for the throw. Without unduly delaying, the shortstop should always take time to steady himself where the occasion permits. A slow bouncer must necessarily be taken on the run. If it is waited for the chances are the runner will beat it out. The most successful throwers from shortstop and second, who have the reputations of being able to shoot the ball accurately from any old position on the dead gallop, throw underhanded. Thus they save the interval it would take to straighten up. This is a hard throw, however, as the fielder is virtually looking at the first baseman from a distorted angle and his throw therefore is liable to go wrong. As stated before, however hard a play seems, if it saves a fraction of an instant it should be tried until found impossible or successful.

A great many of the old-time fielders were sticklers for putting their heels together and fielding according to precise method. I believe that every boy or man who is learning the game of base ball will find out by trial the method of handling ground balls best suited to his individuality. Few of the ball players of the present time pay any attention to keeping their heels together and such old-age maxims. The shortstop should play his position with his hands. If it goes through these the chances are the fielder will be safe anyhow, and the fielders are now coached to back up the infield so that any chance of an extra base would be prevented by them.

The "pickup" is the play that makes most trouble for shortstops. So long as irregularities of the ground do not interfere, there is no reason why practice shouldn't make the shortstop perfectly accurate on this form of grounder however.

Covering second is one of the duties, frequently an onerous one, of the shortstop. By prearrangement with the second baseman it is understood which player is to cover the bag under certain conditions. The play of the opposing team, however, may necessitate constant changing of this arrangement through the game. For example, a base runner, by a "bluff" break for second,



HANS WAGNER,

Pittsburg shortstop, after making a throw to first. Wagner is one of the best ground coverers in base ball and makes many sensational stops and catches.

BY RHODY WALLACE

Any player who expects to become a shortstop must be able to throw from any position and to throw hard and fast; he must be good on handling ground balls and must be quick at everything he does. Nearly every play he makes requires the utmost speed he can put into it as delays are dangerous.

The most critical time for the shortstop is when men are on the bases and good batsmen are up. As the game is played now it is easy enough for the men on base and at bat to draw the fire of the defensive team and find whether second or shortstop intends covering the bag for a throw after attempts at the hit-and-run play. Having found this out, the batsman can hit through the man who is to cover the bag, or can try to, and the shortstop or second baseman, whoever he may be, can't help the matter. The only counter to this is for short and second to change their tactics in this respect after each feint by the enemy.

With men on bases, too, the shortstop has to be doubly watchful, both to cover the bag or to handle possible hits. He is impeded by runners in front of him likewise.

Covering the bag is one of the most difficult features of the play for the shortstop, inasmuch as it is to his left and all his play in this matter is to the wrong side of him. Some players watch the catcher for signals as to covering second base. This is as good as another, though the agreement is usually between the second baseman and shortstop. In any event, the player should be very careful about leaving his position before the ball is on the way to the plate.

Most shortstops prefer to have the catcher throw the ball at the base and low, taking chances on getting there in time. As a rule the chance against this is not large.

As to covering the bag there are one or two rules that should apply always. Every ball hit to the left of the pitcher should be the signal for the shortstop to cover second. The general direction of the hit is quickly ascertained by the shortstop and by the time the fielder is ready to make the play at the middle station the shortstop will have beaten his throw to the base.

With first and third bases occupied, the shortstop should cover the base on throws from the catcher, leaving the second baseman in a better position to return a short throw to the plate in case the third baseman starts for home.

The fielding of the shortstop's berth is, it goes without saying, the busiest of the entire infield. For while the shortstop is making plays as hard as any on the diamond, he has, even while making the effort, to decide in his own mind what throw will accomplish the best results, what time he has to make the effort, and how he will throw the ball.

There are times when a fraction of a second makes or mars a play for the shortstop, and therefore he has little time to think. I usually have the situation sized up for any possible condition before the batsman has done his little stunt. The rest is a matter of mechanical fielding, and, as a rule, difficult throwing. Unless a man has an arm of steel and is quick as lightning, he has little chance to last long at the middle station. It is a terrific strain on the arms, and the body, too, and few men stick long in this position because of the wear and tear.

Study batters and watch the signals of the battery. You will find it will help you greatly in judging about what is going to happen.

All shortfielders should get underhand throwing practice and plenty of it. It is this form of delivery of the ball that enables shortstops to get the ball away without having to straighten up and draw back the arm.

BY "HANS" WAGNER

A base ball player has to be especially favored by nature or else remarkably coached to be a successful shortstop. Speed, strength, and strong arm and a good head seem to be endowments, the foundation for which only nature can supply. At the same time I have seen all sorts of men play this berth from small to large, and play it well. The two chief requirements are speed, and the throwing arm. With these anything can be done in the base ball world.

As to playing the position I can't say much that has not already been said. The game is reduced to such a science that there is practically but one right way to do everything on the diamond and we all try to follow that.

The only instruction I know is to get to the ball quickly and get it away even more quickly. Watch your plays carefully and know what you intend to do in certain contingencies, before the ball has been batted—you will have no time to think after it is in your hands, you can rely upon that. Practice throwing, but preserve your arm above all things. Without that you are nothing.

BY WILLIAM DAHLEN

No infielder plays such a dual rôle as the shortstop. The first baseman takes care of the base, and picks up what happens to be batted in his direction. The second baseman covers much ground in addition to taking care of his base. The third baseman is held pretty close to the line to look out for the hard left field batters, but the shortstop not only has a field of his own, which is full of chances in almost every game, but he must be a second baseman part of the time, and he must always be sort of an assistant outfielder who is able to run back and help the outfielders return the ball promptly to the plate, or to some base, if necessary. In addition to that he is repeatedly called upon to back up the pitcher, who partially stops a hit, and he is also supposed to back up the bases on throws and ugly grounders. For that reason his play is more diversified than that of any man who occupies a position on the infield.

Possibly that is why so many young players, in particular, always are anxious to become shortstops when they begin to play base ball. They want to be in the part of the game where there is the most action and where they will be busy most of the time. As there is always room for good shortstops, it is commendable to try to learn to play the position accurately.

The shortstop has a certain territory of the field, which is peculiarly his own. It lies between second base and the limit of the territory guarded by the third baseman. That a player is needed in this territory is largely due to the fact that there are so many left field hitters throughout both amateur and professional base ball. It is true that left-handers at the bat have increased in recent years, but it is rather a curious fact that many of the best left-hand batters are able to lay the ball sharply into left field at about the angle in which the shortstop is expected to play, so that left-hand batting, instead of decreasing the

necessity for a shortstop who is a good fielder, has possibly increased it.

Many of the ground hits which come to a shortstop reach him at such a distance from the plate that they are not bounding true and are very difficult to pick up. It seems to matter little whether a shortstop plays a deep field or a shallow field, so far as judging the ball accurately is concerned, inasmuch as grounders repeatedly bound false at long range as well as short range. For that reason the shortstop must not only be quick of eye, but must learn to make a hurried reach for the ball at all sorts of impossible angles. With all that provision the best of shortstops will often find that the ball has eluded him, either by sneaking close to the grass, or bobbing over his hand, just as he appeared to be properly set for it, and will have the discomfiture of witnessing it bound safely to the outfield, when it looked to the spectators as if he should have picked it up. Hence the need for alertness in the position.

Playing from his position proper the shortstop has a difficult throw to make and one that must be sent across the diamond with good direction. No time must be lost in getting the ball away, and chances never should be taken, whether the batter happens to be a slow or a fast runner. The principal essential is to get the ball as quickly as possible to the first baseman, so that he will have a clear catch and will not be interfered with in the least by the runner as he comes down the path. Sometimes a shortstop will hold the ball just a fraction of a second too long, and while his throw may be straight, the runner will have crossed the first baseman in such a manner that the latter is unable to hold the ball, after he has got it in his hands. A good shortstop will make the work for the first baseman just as easy as possible.

In addition to being a fielder in his own position the shortstop is called upon in every game to be a second baseman as well. If the second baseman is playing well to right field, and the ball is batted within a radius of three feet of second base, it is the duty of the shortstop to try to get the hit. That necessitates

many one-hand stops, and a shortstop should work diligently to be able to pick up ground hits with his left hand while on the run. To some this comes naturally, and to those who find it rather difficult, nothing but words of encouragement are to be given, since they will find that plenty of practice will improve them wonderfully in that respect.

There are some runners who can be touched out better by the shortstop on a throw to second base. For that reason the shortstop must learn to guard the base, as well as the second baseman. Sometimes during a game it is expedient for the second baseman to remain well over to right field. In that case it is the duty of the shortstop to handle all the plays which come to second, as well as to take care of his own field. In handling the ball, as it comes from the catcher, it will be found as a rule that the shortstop will be more successful if he plays inside the base, than if he attempts to stand in front of the runner. If the latter slides, and is a good base runner, he will get around the shortstop, while if the latter is where he can catch the ball and by a quick backward movement touch the runner at almost the same time he will be able to retire him before any part of his body can touch the base.

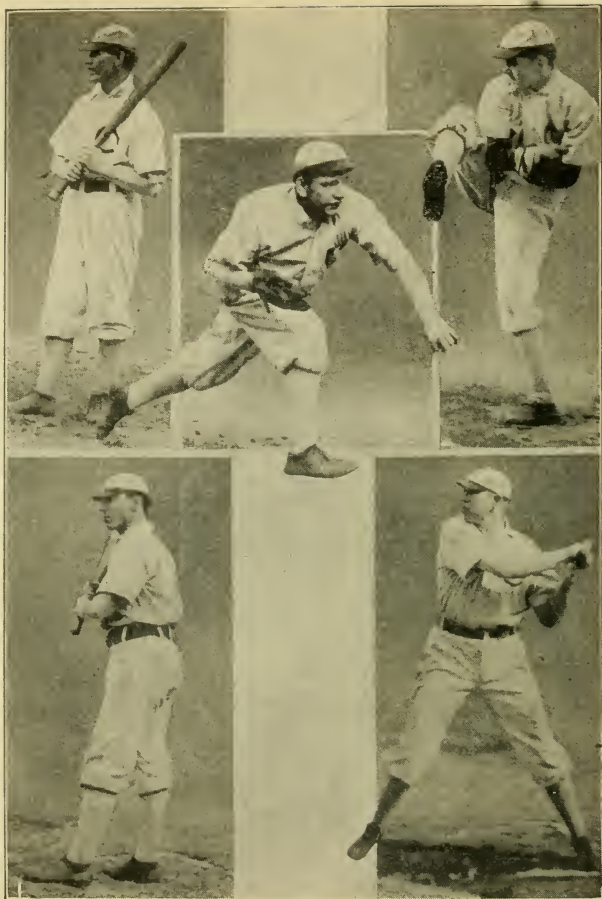
When long hits go toward center and left fields the shortstop becomes a valuable assistant to the outfielders by running out toward them and taking the ball on a line throw. When it is in his possession he is able by a shorter throw to get it to a base ahead of some runner, who may be attempting to advance an extra base on the play. If a long hit goes to right field it is usually the second baseman who assists with the ball to the infield, and in that case it is the duty of the shortstop to play second, for it may be possible to get the batter if he is trying for a two-base hit.

All shortstops must bear in mind that one of the principal demands of the position is to "back up." Wherever the ball is in play in the infield the shortstop is expected to get behind it. He is the safeguard between overthrows and the possible loss of the game. He can frequently get behind the third baseman,

in time to prevent serious disaster by a misplay, and he is an invaluable aid to the second baseman when plays are coming from the right side of the field. In addition to these opportunities, which repeatedly present themselves, he has abundant opportunity to be of assistance to the pitcher when the latter half stops a line hit that comes directly toward him, but so deflects the course of the ball, that it gives the shortstop opportunity to pick it up and retire the batter.

One old manager of experience once likened the shortstop to that mythical character best known as "Johnny on the spot." In a few words that tells largely what is expected of the man in this important position. Wherever he is, it is vitally important that he shall have full knowledge of the game in his mind. He must know the exact situation and be able to place the ball at just the point where it will do the most good for his own team. A shortstop, particularly when he is trying to retrieve an error which has been made by another player, should never hesitate for a moment as to the correct place to throw the ball. It happens very often, even in the larger leagues, that temporary distraction on the part of the shortstop—just a slip for a moment or a little forgetfulness—gives the opposing side an advantage that may not be overcome again during the game.

There can be no such thing for a shortstop as too much practice in picking up ground hits. They are the prime tests of good work in guarding the wide range of the diamond which he is compelled to cover during the course of a contest. He must learn to field on one side as well as the other. Many shortstops are spoken of as being strong on the left side or the right side. It is all right enough to be strong on either side, but it is a great deal better to be able to pick the ball up accurately on both sides. Shortstops also need practice in picking up the ball on the short bound, which is one of the hardest plays on the diamond, and I might say, in the same breath, one of the most important. Let a short bound hit get away from the shortstop and it is almost certain to be good for two bases, as the outfielder will not be able to get in quickly enough to keep the batter from reaching second.



Jones
Davis

Altrock

White
Isbell

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SPALDING'S SIMPLIFIED BASE BALL RULES

The following simplified Base Ball Rules are based on the Official Playing Rules as published in Spalding's Official Base Ball Guide, and contain all essential features for the playing of the game. These Simplified Rules are intended especially for the amateur player and spectator, who may not have the time and inclination to study out all the technical points of the complete Code of Playing Rules, which, of course, are necessary for the professional expert. The game is divided into the important departments, under appropriate headings, with a special notation referring to the particular Official Rules in the Spalding Guide bearing upon that particular department for ready reference.

The Ball Ground— How to Lay it Out

Base ball is played on a level field, upon which is outlined a square, which is known as the *infield* or "diamond." The term "diamond" is also frequently used to apply to the entire field. The infield is outlined by bases, placed at right angles to each other, on each corner, beginning from the home plate. The intervals between bases must be ninety feet.

The territory outside the diamond infield is known as the *outfield*. All that portion of the field outside the base lines—which extend from home plate to first base and from home plate to third base—and all territory behind the home plate, as well as

all territory outside of a straight line reaching from the outside corner of third and first bases indefinitely to the outfield, is foul ground.

Sometimes it is impossible for lads who desire to play base ball to obtain a field sufficiently large for a regulation diamond, but in such cases they should always try to lay the bases out at equal distances from each other, in order that the correct theory of the game and its symmetry may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their game since they are better able to cover the ground in a smaller area and do not become so fatigued by running the bases when placed at their furthest distances.

The bases, except home plate, are best constructed of canvas filled with saw dust. Home plate should be made of whitened rubber. The pitcher's position on a regulation size diamond is located sixty and five-tenths feet from home plate and on a straight line extending from home plate toward second base. It, too, should be made of whitened rubber the shape of a parallelogram twenty-four inches long by six inches wide with the longer sides of the parallelogram at right angles to home plate.

On a smaller field the pitcher's plate should occupy a position at the same relative distance from home plate. If it is impossible to obtain canvas bags and rubber plates for the bases, other substances will do, but the materials mentioned are much more preferable.

(For detailed description, see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches, back of and on each side of [the home plate, and not less than 25 feet outside of the coachers' lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near their bench.

(See Rule 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed on any part of the playing field except the players in uniform, the manager of each side, the umpire and officers of the law. No manager, captain or player shall address the spectators.

(See Rules 75-77 of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official League Ball is used in regulation games, but for players fifteen years old or younger, the Spalding Official Boys' League Ball, made same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Marked Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all the champion players.

(See Rule 20 of Spalding's Official Base Ball Guide.)

Players' Uniform

Games played by players not clad in a regular uniform are called "Scrub" games, and are not recorded as "Match" games. Every club should adopt a regular uniform, not only to enable the players to properly play the game, but to distinguish one team from the other.

(See Rule 19 of Spalding's Official Base Ball Guide.)

Number and Positions of Players

Two teams make up each contest, with nine players on each side. The fielders are known as the Pitcher, the Catcher, the First Baseman, the Second Baseman, the Third Baseman, the Shortstop, the Left Fielder, the Center Fielder and the Right Fielder. None of these is required to occupy an exact position, except the pitcher, who must be within the "Pitcher's Box" when pitching the ball to the batter, and the catcher, who must be within the "Catcher's Space" behind the batter.

(See Rules 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

A sufficient number of substitutes in uniform should always be on the field ready to take the place of any disabled player.

(See Rule 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home club shall have the choice of innings and shall decide on the fitness of the ground for beginning the game.

(See Rule 29 of Spalding's Official Base Ball Guide.)

General Definitions

Defines the meaning of the technical terms. "Play," "Time," "Game," "An Inning," "A Time at Bat," and "Legal or Legally."

(See Rules 78-83 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of one team in position and the first batter of the opposing team in his "box" at home plate. If it is not possible to outline a box it should be remembered that the batter is never allowed to step over the plate to strike at the ball, and that he must not run forward to exceed three feet to strike at it. The umpire may take his position at his option, either behind the catcher or the pitcher. He judges all balls and

strikes, decides all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only then in the event that there is a dispute as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite third base and one opposite first base, but they must never approach either base to a distance closer than five feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine, he must always bat in the order of the man whose position he is called upon to fill. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less than the side first at bat, it shall be declared the winner, provided the side first at bat has completed five full innings at bat. A game is also won if the side last at bat scores the winning run before the third man is out.

In case of a tie game play continues, until at the end of even innings, one side has scored more runs than the other; provided, that if the side last at bat scores the winning run before the third man is out, the game shall terminate.

(See Rules 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

When the pitcher delivers the ball he must face the batter and have one of his feet in contact with the pitcher's plate.

Whenever the ball, after being pitched, goes over any portion of the home plate, between the batter's knee or shoulder, it must be called a strike whether the batter strikes at it or not.

If the pitcher fails to deliver the ball over any portion of the plate, or if he delivers it over the plate above the shoulder or be-

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low the knee, it is called a ball if the batter declines to strike at it.

At the beginning of each inning the pitcher is allowed to throw five balls either to the catcher or an infielder for practice.

If the pitcher makes a motion to deliver the ball to the bat and fails to do so, or feints to throw to first base when occupied by a runner, and fails to complete the throw, the umpire must call a balk.

A balk is also declared when the pitcher makes a motion to throw to any base without stepping directly toward that base; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in delivering the ball; when either foot is not in contact with the pitcher's plate when delivering the ball; when he purposely delays the game by holding the ball; when he makes any motion to pitch while standing in his position and does not have the ball in his possession; when he makes any motion with any part of his body corresponding to his customary style in pitching and fails to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball hits the batsman, or the umpire before the catcher touches it, the umpire must declare it a dead ball and no base runner can advance.

If a foul strike, a foul hit not caught, dead ball or a fair hit ball touch a base runner, the ball is not in play again until it is held by the pitcher standing in his position.

A block ball is a batted or thrown ball that is touched by a person not engaged in the game. The umpire must so announce it and runners may advance until the ball is returned to the pitcher in his position. After that they continue to advance at their own peril. If the blocked ball be held by a spectator or be kicked away from a fielder by a spectator, the umpire may call, "Time," and hold the runners at the bases where they were when he called, "Time."

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

Batting Rules

Each captain is privileged to look at the batting order of his opponent, and

both batting orders must be furnished the umpire.

After the first inning the first batter in each inning is the player succeeding the man who completed his time at bat in the inning before.

A fielder always has the right of way over a batter to catch or handle the ball.

Any legally batted ball that settles on fair ground between home and first, or home and third base, or that bounds on fair ground to the outfield past first base or third base, or that falls on fair ground beyond first base or third base, or that touches the person of a player or the umpire on fair ground is a fair hit. A ground hit that first strikes fair territory and rolls out of the foul line between home and first or home and third is a foul hit. Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit rolling from foul to fair territory between home and first or home or third and remains there is a fair hit.

A foul tip is the continuation of a strike which has just been touched by the bat and shoots directly to the catcher's hands.

A bunt hit is a legally batted ball tapped slowly to the infield which remains on fair ground. If a bunt rolls foul it must be called a strike, whether the first, second or third strike.

Any hit going outside the ground is fair or foul, as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure. Any hit going outside the ground beyond a distance of 235 feet entitles the batter to a home run.

If the batsman strikes at a pitched ball and misses it, the umpire must call a strike. If a ball passes over the plate at the proper height the umpire must call a strike whether or not the batsman strikes at it. A foul tip, caught by the catcher, is always a strike. A foul hit, whether a fly or a ball bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he be caught out on a foul fly.

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All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike. If the batsman hits the ball with either of his feet out of the batter's box, it is a foul strike and he is out.

If a batsman bats out of turn, and it is discovered before the ball has been delivered to the succeeding batsman, the man, who should have batted, is out, and no runs can be scored or bases be run on the play made by the wrong batter. If while the wrong batsman is at bat, the mistake is discovered, the proper batsman may take his place, but he must be charged with the balls and strikes that have been recorded against the wrong batsman. In a case of this kind the batters continue to follow in their regular order.

If a batsman be declared out because of a wrong man batting for him, and it be the third out, the player first at bat in the next inning shall be the one who would have been at bat had the players in the preceding inning been put out by ordinary play.

The batsman can be called out if he fails to take his place within one minute after the umpire has called for him.

A foul fly caught by a fielder retires the batsman, providing the fielder does not use his cap, his protector, or any illegal contrivance to hold the ball. If the ball should lodge in the catcher's protector by accident, and he should secure the ball before it falls to the ground, it has been ruled that this is a fair catch.

Whenever the batter attempts to hinder the catcher from fielding or throwing the ball, he is out.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

If there is a man on first base, unless two are out, the batter is out when three strikes are called, whether the catcher holds the ball or not.

The batsman is out on the third strike if the ball hits him and base runners must not advance.

Before two men are out, if the batsman pops up a fly to the

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infield, with second or first, or second and third bases occupied, the batsman is out if the umpire announces it an infield hit, and the umpire must make an instantaneous decision in order that a double play may be prevented and the base runners may be protected.

After the batsman makes a fair hit on which he is not put out, he must touch first, second and third base and the home plate in regular succession to score a run.

No base runner can score ahead of the men who precedes him in the batting order if that player is also a base runner.

The batsman must run to first base immediately after four balls have been called, as well as after a fair hit has been made.

If the batsman is hit by a pitched ball, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, he is entitled to go to first base without being put out.

Should the catcher interfere with the batsman in striking at the ball, the batsman is entitled to first base without being put out.

The batsman who hits a fair ball that strikes the person or clothing of a base runner is entitled to first base.

After the third strike is called and missed by the catcher, if the batsman interferes with him he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or picks it up, and throws to first base ahead of the batsman, the latter is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the line he is out, except that he may go out of the line to avoid interfering with a fielder trying to handle the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

(See Rules 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

Whenever the umpire sends the batsman to first base on balls, or being hit by a pitched ball, or being interfered with by the catcher, all runners on bases immediately ahead of him may advance a base without being put out.

Runners on the bases may take the next base without being put out whenever the umpire calls a balk.

A pitched ball, that passes the catcher and strikes the umpire, or any fence, or building, within ninety feet of the home plate, entitles each runner to advance a base.

If a fielder obstructs a base runner, the runner may go to the next base unless the fielder has the ball in hand to touch him out.

A base runner may advance a base whenever the fielder stops or catches the ball with his cap, glove or any part of his uniform, detached from its proper place on his person.

The base runner shall return to his base, without being put out, on a foul tip, or foul fly not legally caught by a fielder and on a hit bounding foul. On a foul strike the runner must return to his base. On a dead ball the runner must return. If it be the fourth ball and a runner be on first, he is bound to advance. If there are runners ahead of him, on second or third, they, too, must advance in regular order.

If by accident the umpire interferes with the catcher's throw or a thrown ball hit the umpire, the runner must return to his base and cannot be put out. If a pitched ball is struck at and missed by the batsman, but the ball hits the batsman, the runner returns to his base and cannot be put out. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

Whenever the runner is on the way from first to second, second to third, or third to home plate, or reverse order, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder he is out. However if a fielder is on the line trying to field a batted ball, the runner

may run behind him to avoid interference, and shall not be put out.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to get the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, he shall be declared out if not on base.

If the runner fails to get back to base after a foul or fair fly is caught, before the ball is fielded to that base and legally held, or the runner be touched before he can get back to base by a fielder with the ball in his hands, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings, when the runner strikes it he cannot be put out.

If a runner is on first, or runners are on first and second, or first, second and third, and the ball shall be legally batted to fair ground, all runners are forced to run, except in the case of an infield fly, previously referred to, or a long fly to the outfield, and may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught or a long fly to the outfield is caught base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In every case where a base runner preceding the batsman is hit with a fair-hit ball, the batsman is entitled to first base and cannot be put out. If such fair-hit ball strike the man who batted same while he is running to first base, the batsman is out and no bases can be run.

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A runner who fails to touch a base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder.

A runner is out if after "Play" has been called by the umpire he fails to return to the base that he occupied when "Time" was temporarily called, providing always that the ball in the meantime has not been delivered by the pitcher to the batter.

When the batter runs to first base, he may overrun the base if he turns to the right after passing it. If he turns to the left he renders himself liable to be touched out before he gets back to the base.

If before two are out, and third base is occupied, the coacher at third base shall attempt to fool the fielder by pretending to run home, thereby drawing a throw to home plate, the runner on third base shall be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touch home plate before a runner preceding him in the batting order, if there be such a runner, the latter shall lose his right to third base.

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more than two coaches on the field, one near first base and the other near third base.

One run shall be scored every time a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home, on or during a play in which the third man is forced out, or is put out before reaching first base, shall not be entitled to score.

Any special ground rules shall be understood by both team

Spalding's Athletic Library.

captains and the umpire. The captain of the home club establishes the ground rules.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball until the batter has completed the circuit of the bases it is called a home run providing no fielder makes a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a one-base hit—better known as a single.

(See Rules 52-59 of Spalding's Official Base Ball Guide.)

Umpire's Duties

The umpire has the privilege to call a draw game, whenever storm interferes, if the score is equal on the last even inning played. However, if the side second at bat is at bat when a storm breaks, and the game is terminated, and this side has scored the same number of runs as the other side, the umpire can call the game drawn without regard to the score of the last equal inning. Under like conditions, if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for kicking at decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a batter of his own side run for him.

The choice of innings is given to the captain of the home club. If two clubs happen to be playing from the same city the choice of innings may be determined by tossing a coin.

Play may be suspended by the umpire because of rain and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason, but not until the pitcher is in his position with the ball in his hand. In case of serious accident this provision is usually waived, the ball being fielded as quickly as possible to some point to hold the runners.

(See Rules 60-74 of Spalding's Official Base Ball Guide.)

Scoring Rules Each side may have its own scorer, and in case of disagreement, the umpire shall decide, or the captains of each side may agree upon one scorer for the match.

(See Rules 84-86 of Spalding's Official Base Ball Guide.)

SPALDING'S OFFICIAL BASE BALL GUIDE.

READY REFERENCE INDEX

To the Official Playing Rules as Published in Spalding's Official Base Ball Guide

The Ball Ground— How to Lay it Out

See Official Rules, Nos. 1 to 13, inclusive, in Spalding's Official Base Ball Guide.

The Players' Benches

See Rule 21 in Spalding's Official Base Ball Guide.

Field Rules

See Rules 75-77 in Spalding's Official Base Ball Guide.

The Official Ball

See Rule 14 in Spalding's Official Base Ball Guide.

The Regulation Bat

See Rule 15 in Spalding's Official Base Ball Guide.

Regulation Gloves and Mitts

See Rule 20 in Spalding's Official Base Ball Guide.

Players' Uniform

See Rules 18-19 in Spalding's Official Base Ball Guide.

Number and Positions of Players

See Rules 16-17 in Spalding's Official Base Ball Guide.

Substitute Players

See Rule 28 in Spalding's Official Base Ball Guide.

Choice of Innings and Fitness of Field for Play

See Rule 29 in Spalding's Official Base Ball Guide.

General Definitions

See Rules 78-83 in Spalding's Official Base Ball Guide.

A Regulation Game

See Rules 22-27 in Spalding's Official Base Ball Guide.

Pitching Rules

See Rules 30-37 in Spalding's Official Base Ball Guide.

Batting Rules

See Rules 38-51 in Spalding's Official Base Ball Guide.

Base Running Rules

See Rules 52-59 in Spalding's Official Base Ball Guide.

Umpire's Duties

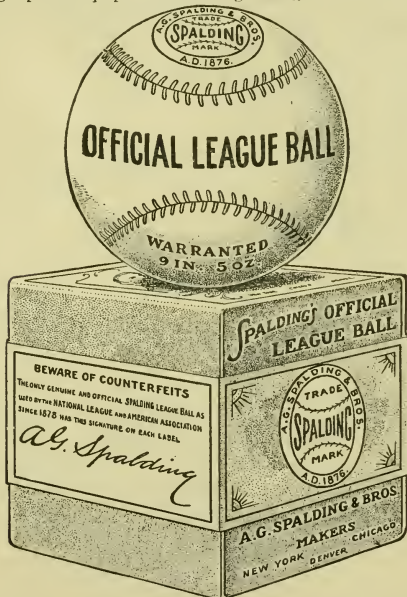
See Rules 60-74 in Spalding's Official Base Ball Guide.

Scoring Rules

See Rules 84-86 in Spalding's Official Base Ball Guide.

WHAT A BASE BALL PLAYER NEEDS

A Base Ball player needs an outfit that plays with him, not against him, and we have got to reckon in the outfit as the most important articles the Balls, Bats, Mitts and Gloves that the player uses. After that we have got to consider the uniforms and then the articles making up the equipment of the grounds.



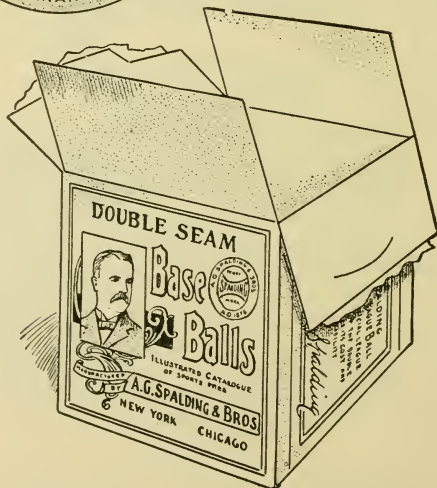
For over thirty years A. G. Spalding & Bros. have been studying to please the athlete, to give him just what is right and what is most suitable for the sport that he is interested in. This applies not only to Base Ball goods but also to the general line of athletic equipment.

SPALDING'S OFFICIAL BASE BALL GUIDE.

Taking up the first requisite of the Base Ball player—the ball—The Spalding Official League Ball has been used exclusively by the National League, Minor Leagues and by all Intercollegiate and other associations for over a quarter of a century, and is beyond all question the most perfect Base Ball that has ever been produced. It is put out with an absolute guarantee to last through one continual match game without losing its shape. The price of the Spalding Official League Base Ball is \$1.25 each and it is carried in stock and sold by dealers throughout the country, a total of over 30,000 who handle the Spalding line of athletic goods.



A ball that calls for the consideration of clubs that want a ball that is regulation in every way, but somewhat more durable than the regular Official League Ball is the Spalding Double Seam No. 0 the price of which is \$1.50 each. This ball is made with the same care and of the same material as the Official League Ball, and the double stitch renders it doubly secure against ripping.



For boys' teams, playing games that are to be recognized as official, the Spalding No. 1B ball should be used. The price of this ball is 75 cents. This is made with horsehide cover and in every

SPALDING'S OFFICIAL BASE BALL GUIDE.

respect is the same as the Official League Ball except that it is slightly smaller in size.

To satisfy the demand for a high grade ball as good as any so-called "League" balls made in imitation of the Spalding Official League Ball, the No. X 'Varsity League Ball has been put out by Spalding, and the price of this ball is \$1.00 each. A new full size ball has been added to the Spalding line this season; this is the Spalding No. 1A Amateur League, made with the horsehide cover and of excellent material throughout; price 75 cents. Other large size balls in the Spalding line are the No. 2, Professional, 50 cents; No. 5, King of the Diamond, 25 cents; No. 7, Boys' Favorite, 20 cents; No. 8, 10 cents. The other special balls included in the Spalding line for boys' use and slightly smaller than regulation size are No. XB, Interscholastic League, 50 cents; No. 10, High Flyer, 25 cents; No. 7B, League Junior, 25 cents; No. 14, Boys' Amateur, 15 cents; No. 9B, Boys' Lively, 10 cents; No. 13, Rocket, 5 cents. All of these Base Balls are well made. The quality of material throughout is excellent and the sewing and other details of manufacture are all attended to in our own factory under the direct supervision of expert Base Ball players through whose hands every ball passes before it is put out for use.

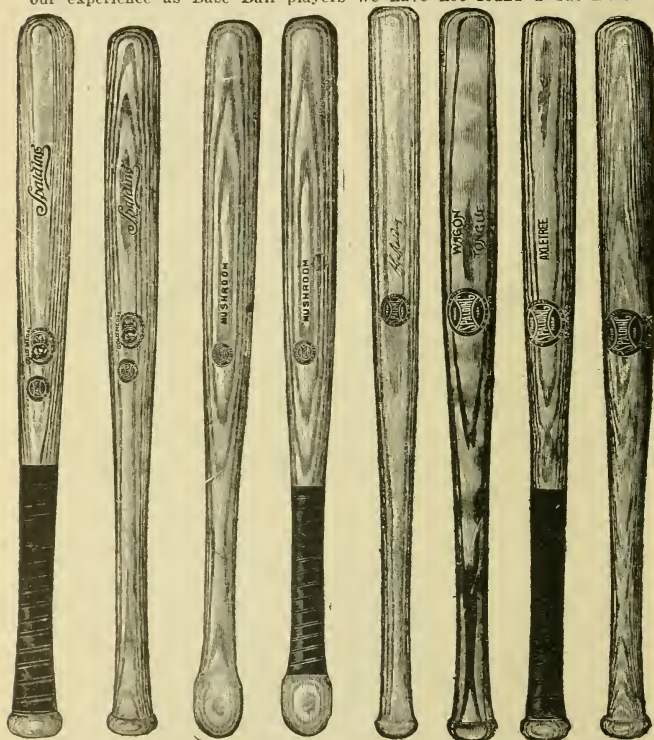
A Base Ball Bat in these days has got to be something more than a stick of wood whittled out by the boy himself, or a convenient broom handle sawed off to the proper length. A Spalding Base Ball Bat means a scientific article of Base Ball play; something that has had the consideration of men who know just what is required by a Base Ball player and who have had at their disposal the unequalled facilities of our manufacturing establishment to produce a bat that is just right. The demand for Base Ball bats has been so great at times as to tax to the utmost the facilities of the Spalding factory, but that has never led us to take from our drying sheds, timber not sufficiently seasoned. We have made certain in every case before a stick of timber was taken out of the drying shed that it had been properly seasoned so as to give the necessary driving power required in a Base Ball Bat that is to be just right, and then after the stick of timber has been turned over to the batmaker, who is to turn it out, it needs his practiced eye and the knowledge that he has gotten during all the years that he has been supervising the manufacture of Spalding bats to tell him just what model that particular bat should be made, to utilize to the fullest extent the good points inherent in the superb timber to which so much expense and trouble has already been attached.

You may turn a piece of timber that is just right over to a man who does not know what is required in a Base Ball Bat, and although you show him the model of what you need, it does not follow that he will give you a bat that will be satisfactory. It needs a certain special knowledge to turn out a bat that is properly balanced, with the weight just in the right place, the grip just the right shape and the length proper, and it is this special knowledge which these batmakers have acquired through their long connection with A. G. Spalding & Bros., in turning out the superb line of Base Ball Bats which are manufactured at the Spalding bat factory.

The Spalding Gold Medal Bats, in men's size, are made in three different styles. No. GM, plain, white wax finish; No. GMT, taped bat; No. GMP, professional, special dark finish. These three bats all sell at the same price, \$1.00 each, and in the same quality is made a boy's size bat, No. GMB, the price of which is 50 cents each. The special second growth ash that goes in the Gold Medal line of bats is the choice selection of the best ash timber that can be bought anywhere at any price. The same grade of timber is used in the Spalding Mushroom Bats, of which two different styles are made. No. M, plain, special finish, and No. MT, with taped handle. The price of both of these Mushroom Bats is \$1.00 each. The knob arrangement at the end of the Spalding Mushroom Bats gives a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable. Mr. Charles A. Comiskey, President of the

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Chicago American League Club, Champions of the World, says: "The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities." And the following players on the Chicago National League Club, champions of the National League in 1906, F. L. Chance, John Evers, Joe Tinker, James F. Slagle and J. Kling, say: "In all our experience as Base Ball players we have not found a bat more



GOLD MEDAL BATS. MUSHROOM

TRADE MARK BATS.

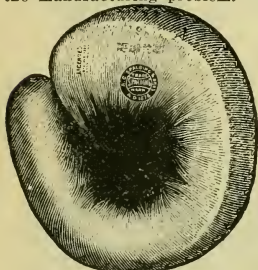
satisfactory than the Spalding Mushroom Bat." The opinion of John J. McGraw, Manager of the New York Base Ball Club, of this bat is as follows: "For a long time I have been trying to find a bat that would balance when 'choking.' Not until I used the Spalding Mushroom Bat have I found a bat that was up to my idea. This bat is used exclusively by the New York players." And William Gleason, of the Philadelphia National League Club, says: "I have played professional Base Ball for the last 15 years and have tried

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all kinds of bats, but no bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect."

The balance of the Spalding line of Base Ball Bats includes the "A. G. Spalding Autograph" Bat, 75 cents each; the No. 3-0, Wagon Tongue, full size bat, 50 cents; the No. 0X, Axletree, with tape-wound handle, 35 cents; the No. 2X, full size bat, 25 cents; also the following boys' size bats: No. 3X, Junior League, 25 cents; No. 2XB, antique finish, 10 cents.

How much a Base Ball catcher owes to a properly made mitt no one but he can tell. Spalding knows, however, how to make a mitt so as to give the greatest aid to the catcher. They have studied this point for years. They are continually experimenting and they claim that the result of their study and experimenting is shown in what they consider the Spalding perfect line of Base Ball Mitts for catchers, basemen and fielders. They spend a great amount yearly in investigating improved tanning processes, and at their factory maintain an expensive department devoted wholly to the one object of improving the construction of their goods. In every one of the Spalding mitts the best material obtainable is used. This not only applies to the leather but also to the padding, the thread in the stitching, the leather lacing thongs, and every other small detail in the manufacturing problem.

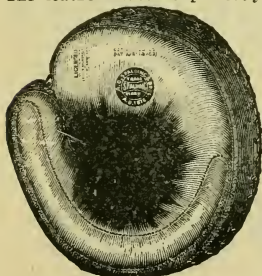


No. 9-0



No. 8-0

This is the second season for the No. 9-0 Spalding Mitt. This style, with its patent molded face, proved a revelation to old time players when put out last season and took like wildfire. For the face of this mitt only the choicest parts of each hide are selected. The leather must be perfectly tanned, because of the peculiar stitch-



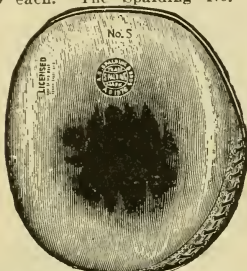
No. 7-0



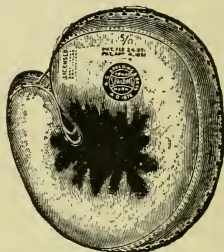
No. 7-OR

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ing and the molding process which is necessary to produce a perfect "pocket" with no seams or rough places of any kind on the face. This mitt is padded with best felt, has steel wire lacing and a leather strap and brass buckle fastening at back. The price of the Spalding No. 9-0 Mitt is \$8.00 each. The next grade is the Spalding No. 8-0, Professional Style, with face of white buck and absolutely best grade material throughout. The price of the No. 8-0 Mitt is \$7.00 each. The Spalding No. 7-0 Mitt, which has become known

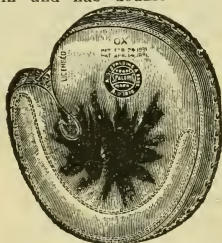


No. S-Scoop



No. 5-0

generally as the "Perfection," is \$6.00 each. It is of finest quality calfskin and has double row of stitching on heel pad. Spalding

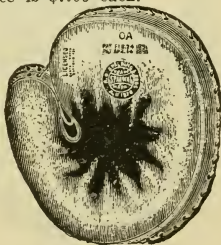


No. OX

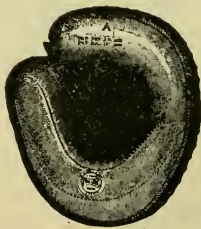


No. O

makes a similar mitt to the number 7-0, but of black leather and without heel pad. This is known as the Spalding No. 7 O-R, and the price is \$7.00 each.



No. OA



No. A

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In passing we would like to mention the new Spalding Scoop Mitt, an extra large size, combining the good points of the baseman's pattern with the size of the largest mitt now in use by catchers. The scoop is stiffened with sole leather, giving full protection to the ends of the fingers, and as there is no strain at all on the face, there is no danger of injury to the thumb. The price of the No. S Scoop Mitt is \$10.00. An old favorite is the Spalding League Mitt, No. 5-0, at \$5.00 each. This is an excellent article, well made and very



No. B



No. D



No. 4

popular with some of the best catchers on the big teams. The Spalding Decker Patent Mitt, No. 0-X, costs \$3.50. This has a heavy piece of sole leather on the back for extra protection to the hands and fingers, and it is well made of best grade material throughout. Other full size catchers' mitts in the Spalding line are No. 0 Mitt,



No. AB



No. AA

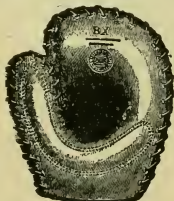


No. BB

\$3.00; No. 0-A Mitt, \$2.00; No. A Mitt, \$1.50; No. B Mitt, \$1.00; No. D Mitt, \$1.00; No. 4 Mitt, 50 cents. All of these mitts are made to fit men. They are well made throughout and they all bear the broad Spalding guarantee. The line of Spalding Youths' Mitts for catchers comprises the No. A-B, which is made without heel pad



No. 5



No. BX



No. BXR

and of extra quality white buck, price \$1.00 each; the No. AA Mitt, made with patent lace back and good quality throughout, 50 cents;

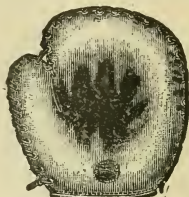
SPALDING'S OFFICIAL BASE BALL GUIDE.

the No. BB Mitt, a very popular style, 50 cents, and the No. 5 Mitt, 25 cents.

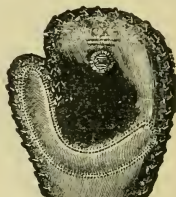
When it comes to a Baseman's Mitt there are a good many points to be considered that do not enter into the construction of a regular Catcher's Mitt. A Baseman's Mitt must be pliable, be of a certain size, and afford some protection. In addition to this there are certain other qualities that cannot be described exactly, but which must all enter into the construction of the Baseman's Mitt which is to be



No. BXS



No. DX

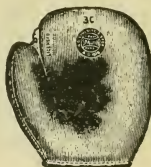


No. CX

satisfactory to the great number of players who play on the bases and want a mitt that will help their play. The Spalding line of First Basemen's Mitts we feel certain includes all of the necessary qualities and we know that basemen on the largest teams use Spalding mitts almost universally. The line includes the Spalding, No. B-X, best quality, made of choice selected and special tanned calf-



No. EX



No. 3C



No. 3XR

skin, price \$1.00. Spalding makes a similar mitt of black leather. This is the No. BXR, the price of which is also \$1.00. Both of these mitts have the double row of stitching on heel pad and strap-and-buckle fastening at back. The No. BXS is made without the heel pad, but is otherwise similar to the No. BX, and the price is the same. A First Baseman's Mitt, made of drab leather and along the lines of the better grade styles, is the No. CX, the price of



No. 3X



No. 4X



No. 5X

which is \$2.00. The next Mitt is No. DX, at \$1.50, and an excellent First Baseman's Mitt for boys is the Spalding No. EX, at \$1.00.

SPALDING'S OFFICIAL BASE BALL GUIDE.

Of Fielders' Mitts Spalding makes a comprehensive line. These differ in style from both the Basemen's and Catchers' mitts, incorporating in themselves special features which make them particularly attractive to Base Ball players in the field. The best grade Spalding Fielder's Mitt is the No. 3C, made of molded brown calfskin, leather



No. 6X.

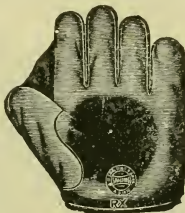


No. 7X.

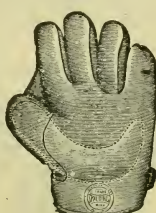
lined, and strap-and-buckle fastening at back. The price of the No. 3C is \$3.00 each. A similar style of Mitt, but made of black leather, is the Spalding No. 3XR, at \$3.00, and on the same model, but made of white tanned buckskin, the Spalding No. 3X at \$3.00. A very satisfactory style of Fielder's Mitt, of drab leather, is the



No. PX.



No. RX.



No. 2X.

Spalding No. 4X, at \$2.00, and a very popular style the No. 5X, at \$1.00. Two different styles of Fielder's Mitts are made for boys; No. 6X, of brown cape leather, at 50 cents, and No. 7X, of special tanned leather, at 25 cents.



No. 2XS



No. AX.



No. XS.

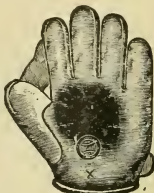
Gloves must fit and they must feel comfortable, no matter whether they are made for walking, driving, or Base Ball. It is not sufficient to simply sew two pieces of leather together in the shape of a man's hand and put it out as a glove. This is especially true with a Base Ball Glove. A man may wear a glove that is not suited to his hand, but he cannot play Base Ball to the best of his

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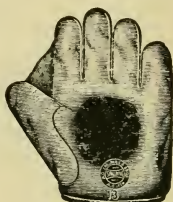
ability if the glove he is wearing is not properly made. Thirty years' experience in the manufacture of everything relating to the game of Base Ball has given Spalding an expert knowledge that no money can buy. The training that the people in the Spalding factories has obtained during the time they have been turning out



No. XL.



No. X.



No. 13.

Spalding Athletic Goods is worth more to the Base Ball player who purchases the Spalding article than could be possibly charged for the article itself. It represents a part of the value of the Spalding trade-mark and another part of that value is contained in the broad



No. 15.



No. 15L.



No. 12.



No. 16.

Spalding Guarantee which is given with every article of Spalding manufacture, a guarantee that is broader, we believe, than that given by any manufacturer in any line of goods. Spalding guarantees that their goods will give satisfaction,—not only that they will look right



No. PXB.



No. 14.



No. XB.

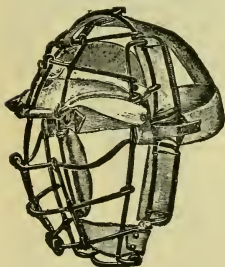


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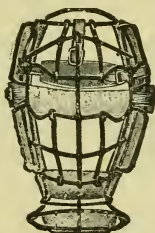
when they are purchased, but that they will be right when they are put in use and that they will stay right while they are being used. A guarantee as broad as this represents a good many dollars to a Base Ball team in the course of the season and it should be considered when it comes to purchasing the outfits for the team, es-

SPALDING'S OFFICIAL BASE BALL GUIDE.

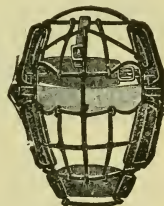
pecially when it is remembered that it costs nothing extra. The line of Spalding Infielders' Gloves comprises styles suitable for every class of player. The best glove turned out is the Spalding No. PX, Professional Style, at \$3.00. This is made up on lines suggested by prominent professional players, and the buckskin used in its construction is the finest Spalding has been able to obtain anywhere. It is heavily padded around edges and extending well up into the little finger with fine quality felt. It has no heel pad, but is made extra long to protect the wrist. A similar glove, but made of black leather, is the Spalding No. RX, price of which is \$3.00. A very popular style which has retained its popularity during the great many years that we have been manufacturing it is the No. 2X Infielder's Glove, the price of which is \$2.50. Spalding makes a special professional style glove, No. 2XS, at \$2.50. A popular price glove in the professional style is the Spalding No. XL, at \$1.50, and with heel pad made of white tanned leather. The Spalding No. XS, at \$2.00, is very good value. The other full size gloves in the Spalding line are the No. X, at \$1.50; No. 13, at \$1.00; No. 15, at \$1.00; No. 15L, at \$1.50; No. 12, at 75 cents; No. 16, at 50 cents. Included in the Spalding line are a number of gloves of youths' size, which are well made of the same material as that used in the men's gloves, but made in the proper size and in the correct shape for youths and boys. These are the No. PXB Glove, similar in every way to the No. PX best men's glove, but in boy's size. The PXB costs \$2.00 each. The next grade is the No. XB, in boy's size, similar in quality to the No. X. The No. XB costs \$1.00. A special professional style boy's glove at a popular price is the No. 14, which costs 50 cents, and the cheapest boy's glove is the No. 19, at 25 cents.



No. 4-0



No. 3-0



No. 2-0

When it comes to a Base Ball Mask catchers require an article that will give full protection, that will not be too heavy and that will feel comfortable when they are wearing it. Spalding has studied out the requirements of the Base Ball catcher in this particular thoroughly and we know that the Spalding line of Base Ball Masks comprises styles that are right in every necessary requisite. The best grade made by Spalding is the No. 4-0, Sun Protecting Mask, the style that is used by practically all of the big League catchers. The price of the No. 4-0 is \$4.00. It has the patent sunshade which protects the eyes without obstructing the view, and is strongly made of best material throughout. The next style, No. 3-0, is very popular, and it affords absolute protection to the neck without interfering in the slightest with free movements. The No. 3-0 costs \$3.00 each. A very popular style with catchers on big teams is the Spalding No. 2-0, at \$2.50, and the No. 0X, black enameled, at \$2.00, and No. 0, bright wire, at \$1.50. A popular priced mask is the Spalding No. A, full size and substantially made. The price of the No. A is \$1.00 and a cheaper priced full size mask is the No. L, at 75 cents. In boys' masks Spalding makes three

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different styles, No. B, bright wire, very strongly made, costs \$1.00; No. C, well padded, 50 cents, and No. D, of bright wire, 25 cents.

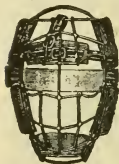


No. 0.



No. L.

Spalding has added to the line of Base Ball Masks this season a special style for umpires. A mask for umpires has become an extremely necessary part of their equipment and the new Spalding style combines the most desirable features of the best catchers' masks with the special points necessary for the umpire. This mask has a special ear protection, is well padded, and on the whole is the safest mask that has been made so far, while at the same time it is no heavier in weight than the regular catcher's style. This is the Spalding No. 5-0, cost of which is \$5.00 each.



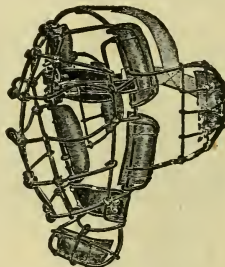
No. B.



No. C.



No. D.



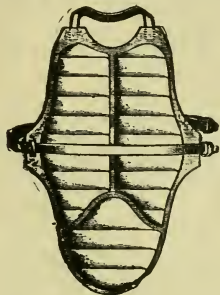
No. 5-0.

Spalding was the first to introduce an inflated body protector made under the Gray Patent and the method used when the first Spalding Protector was put out has been retained up to the present, with some improvements which add to the comfort and convenience of the catcher. The number of styles is greater than ever before in the Spalding line now, offering a wide range for selection. The Spalding body protectors are No. 3-0, large size, giving full protection, \$8.00 each; No. 2-0, large size, \$6.00; No. 0, the popular League style, \$5.00 each; No. 1, Amateur style, \$4.00 each; No. M, Interscholastic style and full size, \$3.00 each; No. 2, youth's size, \$2.50 each. Spalding also makes two different styles of umpire body protectors. All of the umpire body protectors are made up specially to suit the individual wishes of the umpire and it is necessary when ordering to state how long the protector is to be made and how wide. It is also well, if possible, to send a paper diagram showing the exact size, so as to make certain of a proper fit. The two styles of umpire body protectors that Spalding puts out this season are the No. L, large size, at \$10.00, and the No. S, small size, at the same price, \$10.00.

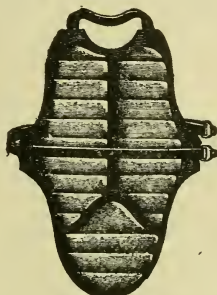
A Base Ball team really considering their reputation should not rest when they have fitted up the individual players properly, but the ground should be properly equipped, and to do this there is no way more certain than to purchase Spalding equipment. The bases

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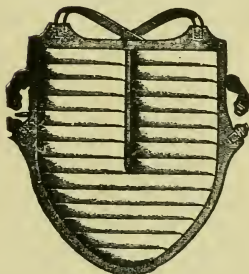
should be considered first and of these Spalding makes three different styles: No. 0, of extra quality canvas and quilted, cost \$6.00 per set of three; No. 1, not quilted, \$5.00 per set, and No. 2,



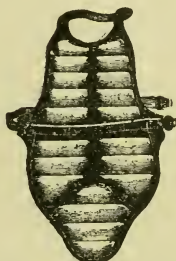
No. 3-0



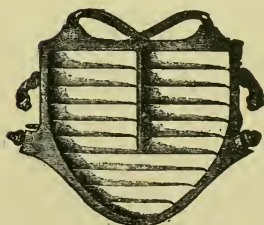
No. 2-0



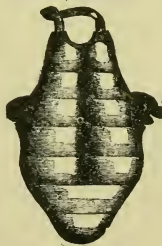
No. L



Nos. 0, 1 and M



No. S



No. 2

also of canvas, \$3.50 per set. In the home plates Spalding has two different styles, both of the proper shape and size, in accordance with league regulations, and the best quality is the No. 1, made of

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extra fine white rubber. The price of the No. 1 Home Plate is \$9.00 each. Spalding also has a very durable style of home plate made of composition, regulation size and shape. This is the No. C, which costs \$5.00 complete with pins. In the Pitcher's Box Plates Spalding has the regulation size, made of white rubber complete with pins. This is the No. 3, at \$7.00 each. Foul Flags made of bunting, 18x24 inches, in any color and with one letter stitched on each side, complete with 7-foot spearhead staff, cost \$1.50 each. When it comes to Shoe Plates the same players that use Spalding shoes recognize the value that there is in Spalding Shoe Plates. They are well made, of the very best material, and will give excellent satisfaction. The styles furnished by Spalding are the No. 3-0 and No. 4-0, toe and heel plates, respectively, of razor steel, sharpened, which cost 50 cents per pair. The No. 0 and No. 2-0 toe and heel plates, respectively, made of hardened steel, sharpened, at 25 cents per pair, and the No. 1 and No. 1H, toe and heel plates, respectively, of good quality steel, sharpened, at 10 cents per pair. Then Spalding has the Pitcher's Toe Plates, No. A, made of aluminum, at 25 cents, and No. B, Brass, also 25 cents.

Starting on their trip, or even if they have no traveling to do, it is generally necessary for a Base Ball team to have a bag in which the equipment of bats may be carried and in the Spalding line will be found bat bags to meet their requirements. The No. 2 style will hold twelve bats, made of heavy waterproof canvas and leather reinforced, costs \$3.50 each. The No. 3 style, similar to the No. 2, but to hold only six bats, costs \$2.00 each. For League clubs particularly and for clubs having a schedule requiring any amount of traveling, Spalding has a special club bat bag of heavy leather with galvanized iron ends, No. 7, the price of which is \$30.00. This bag holds three dozen full size bats and it is made so strong that it is absolutely unbreakable, making certain that the bats and the bag will reach their destination safely, no matter how the bag is handled. Individual players sometimes need bat bags for their own particular bats and Spalding makes three styles of individual bat bags, No. 01, of sole leather, to hold two bats, cost \$4.00; No. 02, of heavy waterproof canvas, with leather cap at both ends, cost \$1.50, and No. 03, with leather cap at one end, cost \$1.00. The No. 5 combined uniform and bat bag is a popular style. It will hold a complete uniform and has a compartment also to carry one bat. It is made of best canvas and costs \$3.50. An individual uniform bag that is a very convenient shape and is popular with many players is the Spalding No. 4, at \$2.50, made of best quality white canvas with two leather handles and strap-and-buckle fastenings. The roll form of uniform bag is the style that enables a player to carry his uniform without wrinkling it. Spalding makes two styles of uniform bags in this form: No. 1, of best canvas, costs \$3.00, and No. 2, of fine bag leather, costs \$6.00.

Score books are made in a great variety of styles, but a club that wishes to keep the record of their games in proper shape purchases a Spalding score book, which is the same as used by the official reporters, and are the most convenient and simplest for general use. Club size, with board covers, No. 4, for 30 games, costs \$1.00; No. 5, with cloth cover, for 60 games, costs \$1.50; and the No. 7, with cloth cover, for 160 games, costs \$3.00. In pocket size, the No. 2, with board cover, for 22 games, costs 25 cents, and the No. 1, with paper covers, for 7 games, costs 10 cents. Score cards cost 25 cents per dozen. For the umpire a very necessary article is a celluloid indicator, by which he can keep a record, without any trouble, of the balls and strikes. The Spalding Umpire Indicator No. 0 costs 50 cents and is substantially made and is endorsed and used by all League umpires. For ordinary scoring another simple device is the Spalding Scoring Tablet, made of celluloid, and of a size so that it can be carried in the vest pocket. The Spalding Scoring Tablet No. 1 costs 25 cents.

WHAT A BASE BALL PLAYER SHOULD WEAR



A Base Ball player, in the eyes of the spectators at most games, is a hero. They would all like to be able to play as well as he does. He seems to possess in their eyes attributes that are different from the ordinary run of men. Is it not well, therefore, that this man, who is regarded as a hero, should appear before those who admire him in the best possible manner? He can only do so if he has on a neat uniform and is equipped as a Base Ball player should be: in an outfit that is suitable for the game he is playing. After the experience of thirty years and over in catering to Base Ball players, Spalding knows pretty accurately what they require, and that is why newly organized teams go there in ever-increasing numbers to ask for advice as to the outfit that they should purchase. Spalding does not recommend to a young team an expensive outfit that would be suitable for a team on one of the big leagues. Spalding has outfits to suit teams connected with the prominent leagues, outfits for school and college teams, outfits for the semi-professional clubs, and still other outfits for the ordinary amateur clubs, and for the club composed of young boys who are ambitious to make as good a showing as possible and yet are not able to purchase the higher-priced uniforms. In fact, this season Spalding has gotten up a special Boy's Uniform that you will find listed in the Spalding Catalogue at \$1.00 each. It would not be possible to furnish it at this price if it were not on account of the unequaled Spalding factory facilities.

The best grade Spalding Uniform is the No. 0, which sells complete in single uniforms for \$15.00, but where clubs purchase an entire outfit at one time the price is \$12.50 per suit. No extra charge is made for lettering shirts with name of club nor for detachable sleeves, and striped stockings in stock colors are furnished at no extra charge, if preferred instead of plain stockings. If special colors are required in these striped stockings, however, an extra charge of 25 cents per pair is made, to cover the extra expense. This highest grade uniform is furnished in thirteen different colors, including three special patterns which have been added to the line this season, and which are different from anything ever used before in a Base Ball Uniform. These special patterns include a very handsome red stripe, a green stripe and an attractive navy blue check. The regular line of plain colors include the following ten patterns, which are similar to those Spalding has been furnishing in this grade uniform for the past few years.

The next uniform in the Spalding line is similar to the No. 0, but lighter in weight, and is furnished in the same thirteen colors. This is the University Uniform, No. 1, price of which in single suits is \$12.50 each, and when purchased at one time for a complete club outfit, nine players or more, the price is \$10.00 per suit.

The next grade uniform is the Interscholastic Uniform, No. 2, in which the three new patterns are not furnished, only the ten plain colors, similar in shade to the plain colors furnished in the No. 0 and No. 1. The price for this uniform complete, purchased singly, is \$10.00 each, and for a complete club outfit, nine uniforms or more,

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the price is \$8.00 each. No extra charge for lettering shirts with name of club nor for detachable sleeves will be made on either the No. 1 or No. 2 grade uniforms, and striped stockings in stock colors will be furnished at no extra charge. Where special colors in striped stockings are required, an extra charge for same on an order for an entire team will be 25 cents per pair, to cover expense of getting out the special color.

Spalding has on hand a special flannel, royal purple, dyed particularly for teams connected with the Order of Elks, and while it is not recommended that this be made up in solid color in suits, still it makes a beautiful combination as trimming on white flannel, and uniforms in the No. 1 and No. 2 qualities only can be trimmed with this purple trimming at no extra charge.

For the past season Spalding has been furnishing to some of the more prominent of the minor league teams on special order a heavy weight uniform made of very durable material and in attractive colors. The demand was increasing so much for this uniform that this season it is added to the regular line, and this is now known as the No. M Minor League Uniform. The price for single uniforms is \$9.00 each, and to clubs ordering for the entire team the price is \$7.50 each. The uniform is furnished in four different colors: Navy Blue, Pearl Gray, Dark Gray and White only. No extra charge is made for lettering shirts with name of club nor for detachable sleeves and striped stockings in stock colors will be furnished at no extra charge, and for any special colors on an order for an entire team the extra charge for striped stockings will be 25 cents per pair.

For amateur teams we recommend particularly the Spalding "Club Special," No. 3, Uniform, the price of which in single uniforms is \$6.00 per suit, and the net price to clubs ordering for an entire team, \$5.00 per suit. This uniform is furnished in five different colors: White, Blue Gray, Maroon, Navy Blue and Brown Gray. No extra charge will be made for lettering shirts with name of club nor for detachable sleeves, and striped stockings in stock colors will be furnished at no extra charge, if desired. Special colored striped stockings on team outfits will be charged for extra at 25 cents per pair, to cover cost of special striping.

For the younger Base Ball players we recommend particularly the "Amateur Special" Uniform, No. 4, the price of which in single outfits is \$5.00 per suit, and to clubs ordering for an entire team, \$4.00 per suit. This uniform is furnished in six different colors: White, Light Gray, Maroon, Navy Blue and Green. No extra charge is made for lettering shirts with name of club nor for detachable sleeves, and striped stockings will be furnished in stock colors only, at no extra charge, but no special striped stockings will be furnished with this uniform.

A cheaper grade uniform for youths is the Spalding "Junior," No. 5, furnished in four colors: Maroon, Green, Blue Gray and Brown Mixed, and the price of which in single outfits is \$4.00 per suit, and to clubs ordering nine or more uniforms, \$3.00 per suit. No extra charge for lettering shirts with name of club nor for detachable sleeves, and with this uniform also striped stockings in stock colors only will be furnished at no extra charge, but no striped stockings will be furnished except in stock colors.

The special uniform that has been gotten up this season by Spalding for the younger players is the No. 6 quality, made of gray material, but in no larger sizes than 30-inch waist and 34-inch chest. The price of this uniform is \$1.00, including shirt, button front, with one felt letter on front, padded pants, peak cap, web belt with metal buckle, and either plain or striped stockings in stock colors only. With such a uniform there is really no excuse for any club not to be fitted out complete, for the price is well within the reach of the pocketbook of practically any Base Ball player or team.

Base Ball players are coming to use more and more double-breasted coats and vest-shaped sweaters. They add a good deal to the appearance of a Base Ball outfit. Spalding makes double-breasted coats in four different qualities to match the four best grades of Spalding Uniforms. The No. 0 quality coats cost, singly, \$10.50, or with set of

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uniforms of nine or more coats at one time, the special club price is \$9.50 each. In the No. 1 quality, price of the single coat is \$10.00, or to clubs purchasing with uniforms or with nine or more coats at one time \$9.00. The No. 2 quality, singly, costs \$8.50, or with set of uniforms or nine or more coats at one time the price is \$7.50 each. The No. M quality, purchased singly, costs \$8.25 each, or with set of uniforms or when purchasing nine or more coats at one time the price is \$7.50 each.



No. O.



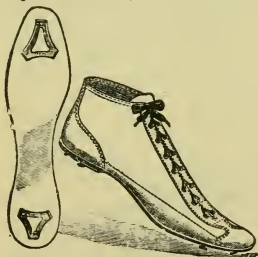
No. VG.

The Spalding Vest Sweater, No. VG, is very popular with Base Ball players. It is made of best quality worsted, heavy weight, with pearl buttons, and is furnished in Gray or White only. Special trimmed edging and cuffs in stock colors will be supplied on this sweater at no extra charge. The price for the No. VG sweater is \$6.00 each.

From time to time it is necessary for players to purchase Base Ball Shirts and Pants separately. The prices for Spalding Base Ball Shirts lettered with name of club and with detachable sleeves if desired, are as follows: No. 0, best quality, \$6.00 each; No. 1, University style, \$5.00 each; No. 2, Interscholastic, \$4.00 each; No. 3, Club Special, \$2.50 each; No. 4, Amateur Special, \$2.00 each; No. 5, Junior Shirt, \$1.50 each.

The prices for the Base Ball Pants purchased separately are as follows: No. 0 quality, \$6.00 per pair; No. 1, University style, \$5.00 per pair; No. 2, Interscholastic, \$3.75 per pair; No. 3, Club Special, \$2.50 per pair; No. 4, Amateur Special, \$2.00 per pair; No. 5, Junior Pants, \$1.50 per pair.

When it comes to Base Ball Shoes there is really no part of the outfit to which greater care should be devoted than in making the proper selection. If the shoes are not right the player will not be



2-0.

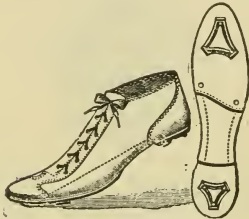


30S.

comfortable and he will not play his best game. Spalding has devoted no end of time and trouble to working out shoes that are absolutely right for the Base Ball player. In the Spalding highest grade there are three different styles, from which the most critical player may be certain to select shoes that will answer his particular requirements. The Spalding No. 2-0 Shoes have been known as the "Spalding Highest Quality" for years past, and they well deserve

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that title. This shoe is made of specially selected Kangaroo leather, and it is a strictly bench-made shoe; that is, it is made by an expert cobbler, all hand work, and as well made as it is possible to make. The plates used on this shoe are of the finest forged razor steel and they are firmly riveted to hold the sole. In every detail this shoe is absolutely best. From the fact that it is worn by the players of all the big league teams is pretty good evidence that it is made right. The "Spalding Highest Quality" Base Ball Shoe is known as the No. 2-0, and the price is \$7.00 per pair.



No. FW.



No. O.

Some time back Spalding got up specially for prominent league players a Sprinting Base Ball Shoe. For this the famous Spalding Running Shoe last, from which the shoes have been made for all the famous sprinters, is used. The element of strength is not sacrificed, however, and the Spalding No. 30S, while extremely light in weight, will be found substantial in construction. It is hand sewed throughout and is strictly a bench-made shoe, made by expert cobblers in the Spalding factory. The Spalding No. 30S Shoe costs \$7.00 per pair.

Two seasons ago there was a demand for even lighter weight Sprinting Shoes than the No. 30S, and after considerable experimenting, the Spalding "Feather Weight" Base Ball Shoe, No. FW, which is the lightest Base Ball Shoe ever made, was gotten up. To give an idea as to the lightness of this shoe, we note below the weight of five of the principal sizes: Size 5 weighs 17 ounces to the pair; Size 6 weighs 17 1-2 ounces; Size 7 weighs 18 ounces; Size 8 weighs 19 ounces; Size 9 weighs 20 ounces. Owing to the lightness and fineness of its construction, it is suitable for the exacting demands



No. 35.



No. 37.

of the fastest players and is not intended for general use or for the ordinary player. This shoe is the same as the other two styles in the Spalding highest grade and it is a strictly bench-made shoe. It costs \$7.00 per pair.

For the Base Ball player who requires a shoe that is right and at a fair price, we recommend the Spalding Club Special Shoe, No. O, the price of which is \$5.00 per pair. It is made of selected calfskin, well and substantially made, and is a first-class shoe in every particular. We also recommend the Spalding No. 35 Shoe, at \$4.00

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per pair. This is made of a good quality calfskin, machine sewed, and is a durable shoe. The Spalding "Junior" Shoe, No. 37, is a leather shoe; the price is \$2.50 per pair. It is not guaranteed, but is good value for \$2.50.

Ankle Supporters which are worn by some of the best Base Ball players are furnished by Spalding in three different styles. They can be worn either over or under stocking, and support the ankle without interfering with free movements. They relieve pain immediately and cure the pain in a remarkably short time. The No. H Ankle Supporter, made of soft tanned leather, best quality, costs \$1.00 per pair. No. SH, made of sheepskin, costs 50 cents per pair, and No. CH, made of black duck, costs 25 cents per pair.

Every necessary article for the Base Ball player will be found listed in the Spalding Base Ball Catalogue, a copy of which will be sent on application to any Spalding Store, free of charge. Such Base Ball players as are interested also in other athletic sports, should mention this fact when they write for a copy of the Spalding Catalogue, so that they may receive all of the catalogues that they are interested in. The Spalding Catalogues that will be issued for the Spring and Summer season of 1907 are:

Base Ball Catalogue—Containing cuts, descriptions and price of the complete line of Spalding Base Ball Goods. This is a very handsome catalogue printed in two colors, and should be in the possession of every Base Ball player. Spalding Lawn Tennis Catalogue—Containing cuts, description and prices of the complete line of Spalding Lawn Tennis Goods. Spalding Golf Catalogue—Containing cuts, description and prices of Spalding Golf Goods, Sticks, Balls and other accessories for the game. Spalding Catalogue of Lawn Games—The most complete list issued of the equipment for Cricket, Croquet, Lawn Bowls, Field Hockey, Archery, Equestrian Polo, etc. Be sure to mention when you send to Spalding for a catalogue just what athletic sport you are interested in, so that the proper catalogue may be sent to you.

Managers and Captains of Base Ball teams who desire to place an order for a complete club outfit, should not fail to consult the nearest Spalding store, for the expert knowledge which it is possible for A. G. Spalding & Bros. to place at the disposal of the new Base Ball manager or captain, is worth a good deal when it comes to selecting a suitable outfit for the team.

A special colored sheet showing the full line of patterns of material furnished in all grades of the Spalding Uniforms, will be sent on request to any Base Ball Team Manager or Captain, and with it a special measurement blank for the team.

The list of Spalding stores, with their addresses, is as follows:

New York City—126-128 Nassau Street and 29-33 West 42d Street.

Philadelphia—1013 Filbert Street.

Boston, Mass.—73 Federal Street.

Baltimore, Md.—208 East Baltimore Street.

Buffalo, N. Y.—611 Main Street.

Pittsburg, Pa.—439 Wood Street.

Washington, D. C.—709 14th Street, N. W. (Colorado Building).

Syracuse, N. Y.—University Block.

Chicago—147-149 Wabash Avenue.

San Francisco, Cal.—134 Geary Street.

Denver, Col.—1616 Arapahoe Street.

St. Louis, Mo.—710 Pine Street.

Kansas City, Mo.—1111 Walnut Street.

Cincinnati, O.—Fountain Square, 27 East Fifth Street.

Minneapolis, Minn.—507 Second Avenue, South.

New Orleans, La.—140 Carondelet Street.

Detroit—254 Woodward Avenue.

Cleveland—741 Euclid Avenue.

Montreal, Can.—443 St. James Street.

London, Eng.—53, 54, 55 Fetter Lane.

Communications directed to A. G. Spalding & Bros., at any one of the above addresses, will receive prompt attention.

The Spalding Official League Ball

Used exclusively by the National League, Minor Leagues, and by all Intercollegiate and other Associations for over a quarter of a century. Each ball wrapped in tinfoil and

put in a separate box, and sealed in accordance with the regulations of the National League and American Association. Warranted to last a full game when used under ordinary conditions.

No. 1. - - - Each, \$1.25

THE SPALDING OFFICIAL LEAGUE BALL FOR BOYS

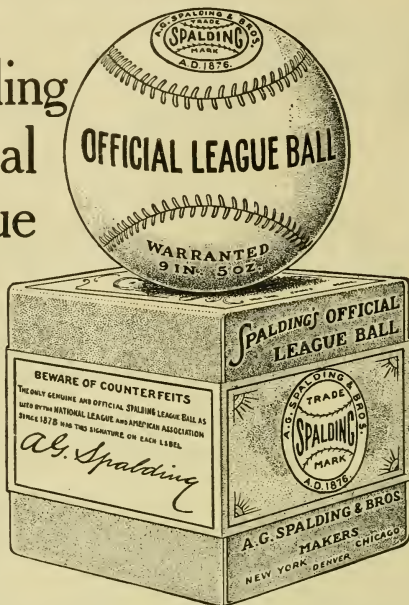
Made with horse-hide cover, and in every respect same as our Official League Ball, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age), and all games in which this ball is used will be recognized as legal games. Warranted to last a full game.

No. 1B. - - - Each, 75c.

A. G. SPALDING & BROS.

Send for Complete Catalogue of
all Athletic Sports.

Stores in all large cities.
See inside cover page of this book.



SPALDING OFFICIAL LEAGUE BALL

Is the Standard of the World

It is the Original League Ball

It is the Universally Adopted League Ball

It is the Official League Ball

It is the Best League Ball

It has been formally adopted as the Official Ball of

THE NATIONAL LEAGUE FOR 30 YEARS

It has also been adopted as the Official Ball for all Championship Games by the following Professional Leagues:

EASTERN LEAGUE for 20 years
NEW ENGLAND LEAGUE for 20 years
NORTHERN LEAGUE for 5 years
TEXAS LEAGUE for 13 years
WESTERN ASSOCIATION for 11 years
CALIFORNIA LEAGUE for 10 years

INTER-STATE LEAGUE for 9 years,
NEW YORK STATE LEAGUE for 11 years
CENTRAL LEAGUE for 5 years
SOUTH ATLANTIC LEAGUE for 5 years
INDIANA, ILLINOIS and IOWA
LEAGUE for 7 years

And by 22 other Professional Leagues that have adopted the Spalding League Ball from 1 to 4 years.

THE Spalding League Ball was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time. In the recent great World's Championship Games in Chicago between the Chicago Nationals and the Chicago Americans the Spalding League Ball was used.

IN addition to the different American adoptions, the Spalding Official League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played. The Spalding League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' standpoint, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

The Spalding Official League Ball

is used by Yale, Harvard, Princeton and all prominent college teams. The soldiers and sailors in the United States Army and Navy use it exclusively. In fact, the Spalding League Ball is in universal use wherever Base Ball is played.

Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding League Ball, which has now become universally recognized

The Standard of the World

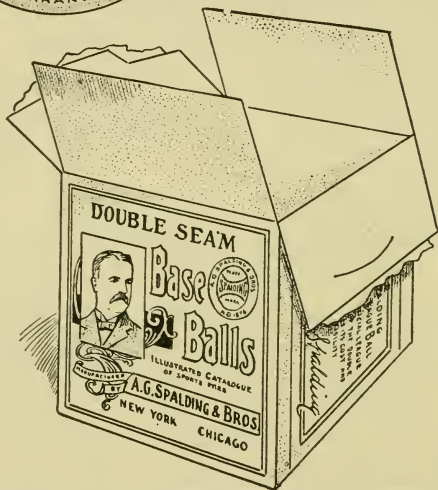
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Send for Complete Catalogue of
all Athletic Sports.

Stores in all large cities.
See inside cover page of this book.



SPALDING DOUBLE SEAM LEAGUE BALL



Made with the same care and of the same material as our Official League Ball. The double stitch is used in its construction, rendering it doubly secure against ripping. Every ball is wrapped in tinfoil and warranted to last a full game.

No. 0. Each, \$1.50

A. G. SPALDING & BROS.

Send for Complete Catalogue of
all Athletic Sports.

Stores in all large cities.
See inside cover page of this book.



SPALDING 'VARSITY LEAGUE BALL

Regulation size and weight, fine selected horsehide cover, rubber center, all wool yarn and far superior in material and workmanship to any of the various imitations of our Official League Ball. Warranted to last a full game without losing its elasticity or shape.

No. X. . . Each, \$1.00

SPALDING AMATEUR LEAGUE BALL

Made with horsehide cover and constructed throughout in a careful manner of best material. A full size ball and excellent for general practice.

No. 1A. . . Each, 75c.

SPALDING INTERSCHOLASTIC LEAGUE BALL

Same quality as the 'Varsity League, but smaller in size. Warranted to last a full game.

No. XB. . . Each, 50c.

SPALDING PROFESSIONAL BALL

Full size ball. Made of carefully selected material throughout, and warranted first-class quality.

No. 2. . . Each, 50c.

SPALDING KING OF THE DIAMOND

This ball is full size, made of good material and horsehide cover.

No. 5. . . Each, 25c.

Each of the above balls is put up in separate box and sealed.

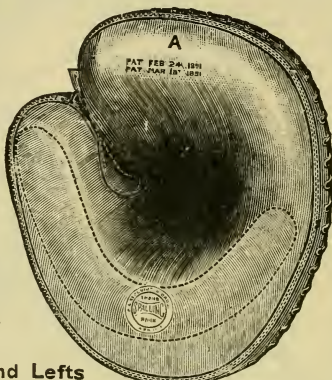
A. C. SPALDING & BROS.

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Spalding Amateur Mitt

Extra quality special tanned leather; perspiration proof; extremely tough and durable; strap-and-buckle fastening at back; reinforced and laced at thumb and made with our patent laced back.



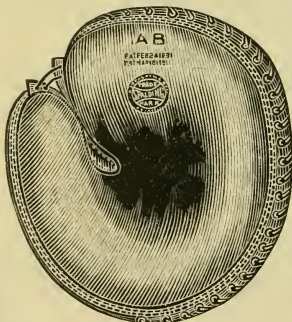
Made in Rights and Lefts

No. A. Each, \$1.50

No. A

SPALDING YOUTHS' MITT

Patent Lace Back



Superior quality youths' mitt. Made with extra quality white buck face and finger-piece; extremely tough and durable; well padded; reinforced and laced at thumb; strap - and - buckle fastening at back.

No heel pad.

Made in No. AB
Rights and Lefts

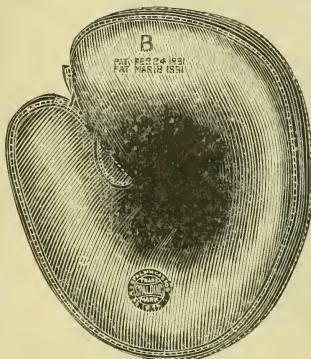
No. AB. Each, \$1.00

A. C. SPALDING & BROS.

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Spalding Practice Mitt



No. B

Men's size. Face and back of special tanned buck; sides of firm leather; reinforced and laced at thumb; strap-and-buckle fastening at back. No heel pad.

No. B.

Each, \$1.00

Made in Rights and Lefts

Spalding Dollar Mitt

Patent Lace Back

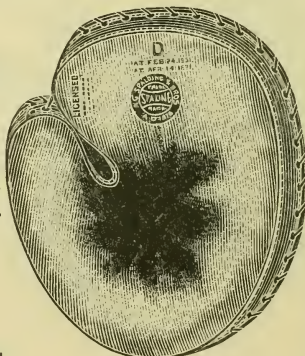
Men's size. Made throughout of good quality oil tanned leather; reinforced and laced at thumb; strap-and-buckle fastening at back.

No heel pad.

No. D.

Each, \$1.00

Made in Rights and Lefts



No. D

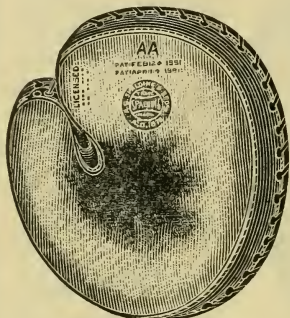
A. G. SPALDING & BROS.

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Spalding Youth's Mitt

Patent Lace Back



No. AA

Made with good quality gray buck face and back, and oil tanned leather sides; reinforced and laced thumb.

No heel pad.

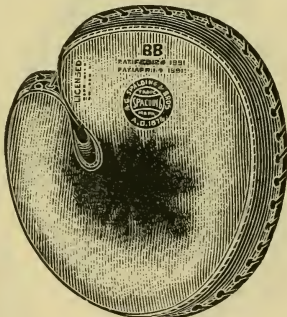
No. AA.

Each, 50c.

Made in Rights and Lefts

Spalding Junior Mitt

Patent Lace Back



No. BB

Most popular mitt made; face and back of special tanned buck; well padded; laced thumb.

No heel pad.

No. BB.

Each, 50c.

Made in Rights and Lefts

A. G. SPALDING & BROS.

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SPALDING No. O MITT



No. O.

Face, sides and finger piece made of velvet tanned brown leather and the back of selected buck; well padded; no heel pad; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

No. O.
Each, \$3.00

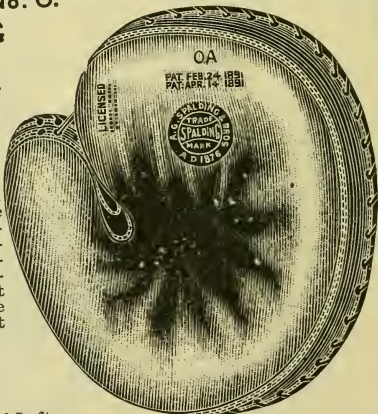
Made in Rights and Lefts

SPALDING No. OA MITT

Extra large and heavily padded; velvet tanned brown leather face and special tanned leather finger-piece and back; extremely well made; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

No. OA.
Each, \$2.00

Made in Rights and Lefts



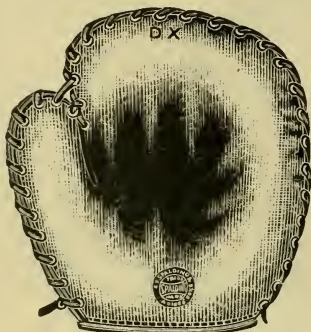
No. OA.

A. G. SPALDING & BROS.

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No. DX First Basemen's Mitt



No. DX

Men's size; a good article at a moderate price; made of oak tan specially selected leather, laced all around; strap-and-buckle fastening at back; a very easy fitting mitt.

No. DX.

Each, **\$1.50**

Made in Rights
and Lefts

No. EX First Basemen's Mitt

An excellent mitt for boys; made of good quality white leather, laced all around. Suitably padded and will give very good service.

No. EX.

Each, **\$1.00**

Made in Rights
and Lefts

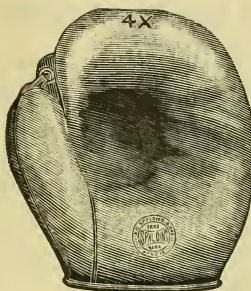


No. EX

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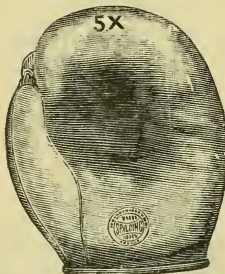
No. 4X

Spalding No. 4X Fielders' Mitt

Style much improved; made of specially tanned drab leather, well padded with fine felt, leather lined, and carefully sewed and finished; laced thumb, strap-and-buckle fastening at back,

No. 4X. Each, \$2.00

Made in Rights and Lefts.



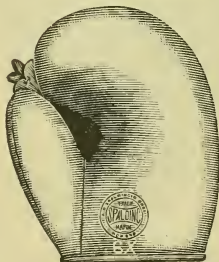
No. 5X

Spalding No. 5X Fielders' Mitt

An exceedingly good mitt at a popular price; the face made of white tanned buckskin, brown leather back; laced thumb; constructed throughout in a most substantial manner; strap-and-buckle fastening at back.

No. 5X. Each, \$1.00

Made in Rights and Lefts.



No. 6X

Spalding Boys' Fielders' Mitts

A substantial mitt for boys; made throughout of a good quality brown cape leather, well padded and laced thumb, and without doubt the best mitt of the kind ever sold at the price.

No. 6X. Each, 50c.

Made in Rights and Lefts.

Made of special tanned buck, well padded and substantially made; laced thumb.

No. 7X. Each, 25c.

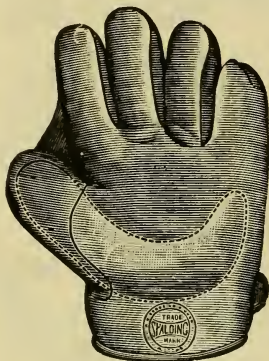
Made in Rights and Lefts.

A. G. SPALDING & BROS.

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Spalding Regulation Infielders' Glove



No. 2X

This glove has retained its popularity for years, and to-day is acknowledged to be one of the most practical styles on the market. Made of selected velvet tanned buckskin, lined and correctly padded with finest felt. Highest quality workmanship throughout.

No. 2X.

Each, \$2.50

Made in Rights
and Lefts

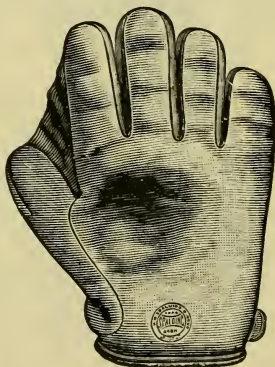
Spalding No. 2XS Infielders' Glove

A special glove with features that will appeal to the professional player. Made extra long, of selected velvet tanned buckskin, lined and lightly padded. Has no heel pad.

No. 2XS.

Each, \$2.50

Made in Rights
and Lefts



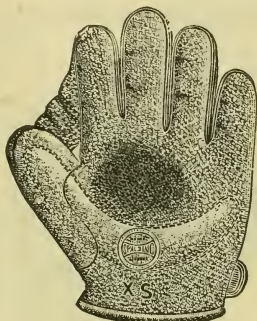
No. 2XS

Made with Web of leather between Thumb and First Finger.
This can be cut out very easily if not required.

A. G. SPALDING & BROS.

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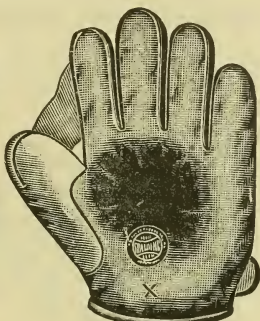
Stores in all large cities.
See inside cover page of this book.



No. XS

Men's size glove. Made of good quality oil tanned leather, well finished and exceedingly durable.

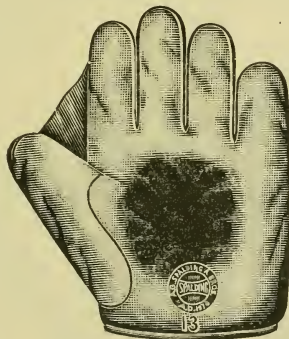
No. XS.
Each, **\$2.00.**



No. X

A good all-around glove, improved style. Made of good quality white tanned horsehide, well padded and leather lined.

No. X.
Each, **\$1.50**



No. 13

Made in Rights and Lefts

Made with Web of leather between Thumb and First Finger.
This can be cut out very easily if not required.

No. 13.
Each, **\$1.00**

A. C. SPALDING & BROS.

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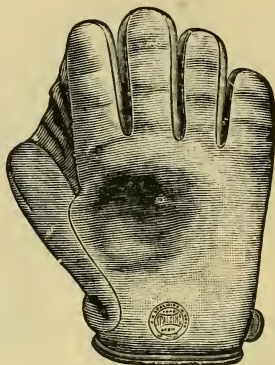
Stores in all large cities.
See inside cover page of this book.

Spalding No. AX Infielders' Glove

Made throughout of specially tanned calfskin. Padded with best quality felt; has no heel pad, and is made extra long to protect wrist. Highest quality workmanship throughout.

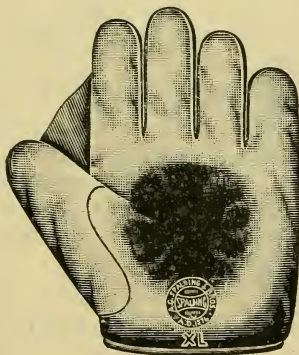
No. AX.
Each, \$2.50

Made in Rights
and Lefts



No. AX

Spalding No. XL Infielders' Glove



No. XL

Made in style similar to our No. PX professional glove, but of white tanned horsehide. Has no heel pad and is made extra long.

No. XL.
Each, \$1.50

Made in Rights
and Lefts

Made with Web of leather between Thumb and First Finger.
This can be cut out very easily if not required.

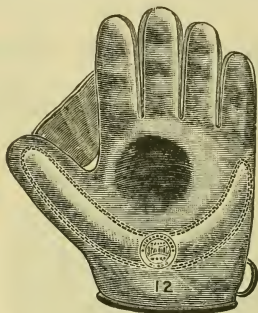
A. C. SPALDING & BROS.

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Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

Spalding Men's Size Infielders' Gloves



No. 12

Made in professional style; of good quality soft suede tanned white leather; nicely padded. No heel pad. *Made in Rights and Lefts.*

No. 12. Each, 75c.



No. 16

A good glove; full size; improved style. Fine quality soft tanned white leather; nicely padded. No heel pad. *Made in Rights and Lefts.*

No. 16.

Each, 50c.

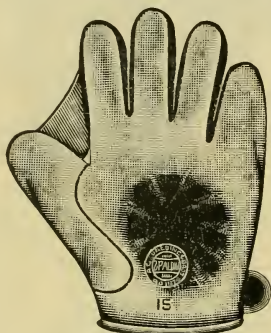
A. G. SPALDING & BROS.

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Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

Spalding Men's Size Infielders' Gloves



No. 15

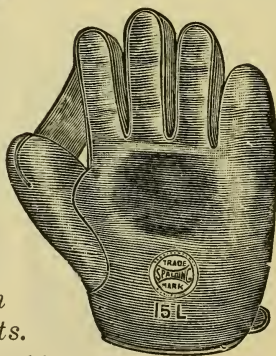
Made in professional style, with no heel pad and extra heavily padded around edges and well up into the little finger. Material same as in No. 15. *Made in Rights and Lefts.*

No. 15 L. Each, \$1.50

A well made glove; improved style. Made of extra fine quality brown leather; well padded. No heel pad. *Made in Rights and Lefts.*

No. 15.

Each, \$1.00



No. 15 L

A. G. SPALDING & BROS.

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Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

SPALDING YOUTHS' SIZE INFIELDERS' GLOVES

Professional style glove; well made of soft tanned white leather, heavily padded around edges and at wrist. A first-class article in every way. *Made in Rights and Lefts.*

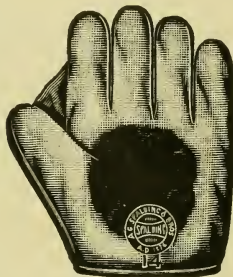
No. 14.

Each, 50c.

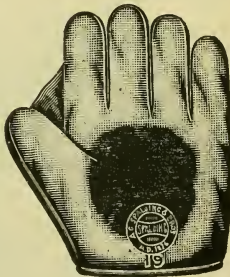
A professional style youths' glove; made of asbestos buck, without heel pad, and nicely padded at wrist and around edges. *Made in Rights and Lefts.*

No. 19.

Each, 25c.



No. 14



No. 19

A. G. SPALDING & BROS.

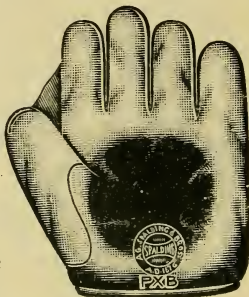
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Made with Web of leather between Thumb and First Finger. This can be cut out very easily if not required.

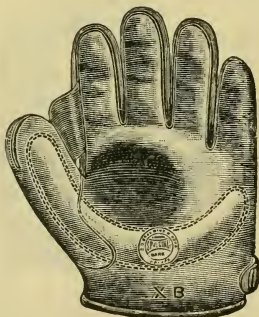
SPALDING YOUTHS' SIZE INFIELDERS' GLOVES

Our best youths' glove, professional style; made throughout of selected velvet tanned buckskin. Quality of material, workmanship and style same as our No. PX best men's glove; an article of particular merit. *Made in Rights and Lefts.*



No. **PXB.** Each, **\$2.00**

No. **PXB**



No. **XB**

A good youths' size glove. Made of fine quality white tanned horsehide. Similar in material, workmanship and style to our No. X men's glove, but with double stitched heel pad. *Made in Rights and Lefts.*

No. **XB.**

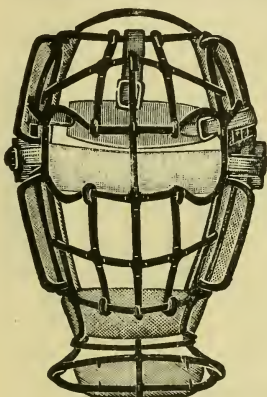
Each, **\$1.00**

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Spalding Neck Protecting Mask



No. 3-0

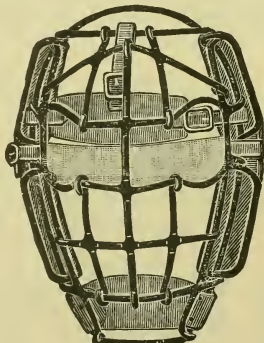
Careful players realize the value of the neck-protecting attachment with which this mask is fitted. The arrangement is made so as not to interfere in the slightest with free movements and it affords absolute protection to the neck. Finest steel wire, extra heavy and black finish to prevent reflection of light.

No. 3-0.
Each, \$3.00

Spalding Special League Mask

For the ordinary player there is no mask more suitable than our League style which is made on our special form, as approved by the best players in this country. Extra heavy and best annealed steel wire, black finish. Fittings of best quality throughout.

No. 2-0.
Each, \$2.50



No. 2-0

A. G. SPALDING & BROS.

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Spalding Regulation League Mask

Made of heavy soft annealed steel wire. Well finished and reliable in every particular.

No. **OX.**

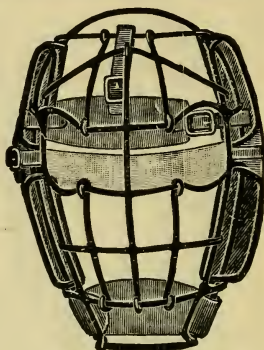
Black Enameled.

Each, **\$2.00**

No. **O.**

Bright Wire.

Each, **\$1.50**



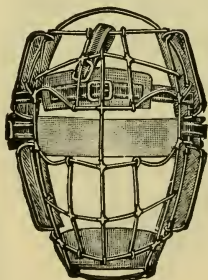
No. O

Spalding Amateur Mask

Same size and general style as the League mask. Substantially made and warranted perfectly safe. Black enameled.

No. **A.**

Each, **\$1.00**



No. B

Spalding Boys' Amateur Mask

Exactly same quality as our No. A mask, only smaller in size. An absolutely safe mask for boys. Black enameled.

No. **B.**

Each, **\$1.00**

A. C. SPALDING & BROS.

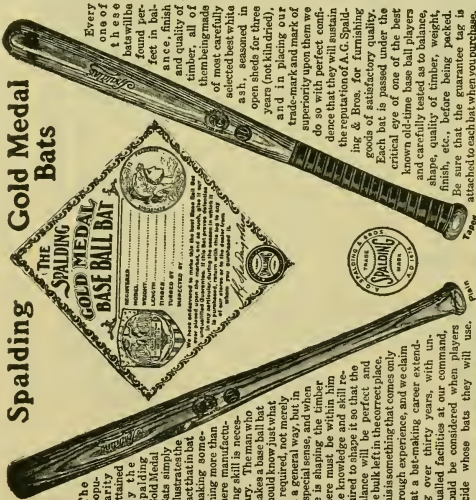
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Spalding Gold Medal Bats

The popularity attained by the Spalding Gold Medal Bats simply illustrates the fact that in bat-making more than mere manufacturing skill is necessary.

The knowledge and skill required, not merely in a general way, but in a special sense, and when he is shaping the timber there must be within him the quality of the timber balance will be perfect. This is something that comes only through experience, and we claim that a bat-making career extending over thirty years, with unequalled facilities at our command, should be considered when players decide whose bats they will use.



No. GM. Plain Bat, white wax finish. . . Each, \$1.00
 No. GMT. Taped Bat, white wax finish. . . 1.00
 No. GMP. "Professional" Bat, special dark finish. " 1.00
 No. GMB. Boys' Plain Bat, white wax finish. " .50

IN this bat a principle has been utilized which makes it many times more effective than the ordinary style under certain conditions, and as an all-around bat we have received many letters from prominent professional players testifying to their appreciation of the good points in its construction. They say: "Both balance and model are perfect," and we know that both these points of construction have been brought as near to perfection as it is possible for human ingenuity to go.

THE knob arrangement at the end of the bat enables us to get a more even distribution of weight over the whole length than is possible under the old construction, and for certain kinds of play the bat is practically invaluable. It is this feature which appeals to the up-to-date player, and even with nothing else to recommend it, the bat would be an acquisition for any player anxious to make a good record. Only the very best quality of air-dried timber has been used and every one is carefully tested by an expert before leaving our factory.

WE recommend it heartily to our customers, feeling certain that they will find in the combination of some qualities which it possesses something which they have sought for in vain elsewhere — a perfect bat.

No. M. Mushroom Plain Bat, Special Finish. Each, \$1.00
 No. MT. Mushroom Taped Bat, Taped Handle. " 1.00

Spalding Mushroom Bat

PAT. AUG. 1, 1905



What Leading Players Say of the Spalding Mushroom Bat
 The Spalding Mushroom Bat receives my hearty endorsement. My experience as a ball player enables me to thoroughly appreciate its good qualities.

CHAS. A. CONSKET,
*President Chicago American League Club,
 Champions of the World.*

In all our experience as base ball players we have not found a bat more satisfactory than the Spalding Mushroom Bat.

F. L. CHANCE JAMES F. SAGLE
 JOHN EYERS J. KLING
 JOE TINKER *of the National League Club,
 Champions of the National League, 1905.*

For a long time I have been trying to find a bat that would balance when choking. Not until I used the Spalding Mushroom Bat have I found a bat to my satisfaction. This bat is used exclusively by the New York players.

JOHN J. MCGRAW
Manager New York Base Ball Club.

I have played professional base ball for the last fifteen years and have tried all kinds of bats, but no bat has given me such good service as the Spalding Mushroom Bat. Quality and balance are perfect.

WM. GLEASON,
Philadelphia National League Club.

Spalding Trade-Mark Bats

quality from time to time, and the assortment as now made up comprises absolutely the most up-to-date and thoroughly trustworthy styles that can be produced. The timber used in their construction is seasoned from two to three years before using,

Since 1877, when we introduced the Spalding line of Trade-Marked Bats, they have been recognized as standard by players to whom quality is a consideration. Wherever possible, we have improved both style and thus ensuring not only a lighter and stronger bat, but also retaining the life quality and driving power of the natural wood.



Autograph No. 3-0 No. 0X No. 2X

SPALDING MEN'S BATS



Autograph Bat. Superior quality. Fine polish finish. Each, **75c.**

No. 3-0. Spalding Wagon Tongue Ash Bat, League quality, special finish, spotted burning. Each, **50c.**

No. 0X. Spalding "Axle-tree" Bat, finest straight grained ash; tape wound handle. Each, **35c.**

No. 2X. Spalding Men's bat, extra quality ash.

Each, **25c.**



No. 3X No. 2XB

SPALDING BOYS' BATS

No. 3X. Spalding Junior League Bat, extra quality ash, spotted burning. Each, **25c.**

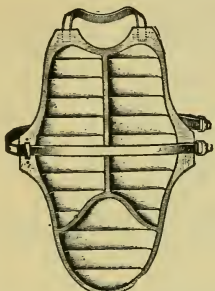
No. 2XB. Spalding Boys' Bat, selected quality ash, polished and varnished; antique finish. Each, **10c.**

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Spalding Inflated Body Protectors

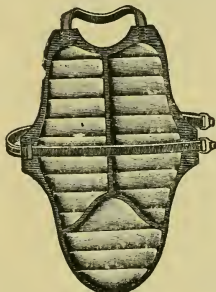


No. 3-0

Made of best rubber, inflated with air. When not in use can be rolled into a very small package after air is let out.

No. 3-0. Full protection; large size. Covering of special imported material, and in every particular the best protector made. Each, **\$8.00**

No. 2-0. Full protection; large size. Best grade covering and a very durable protector. **\$6.00**



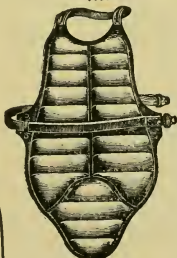
No. 2-0

No. 0. League Catchers' Protector. Same in every particular as we have been supplying for years to most of the prominent League catchers. Each, **\$5.00**

No. 1. Amateur Catchers' Protector. Quality and design same as we have been furnishing for years past; full size. Each, **\$4.00**

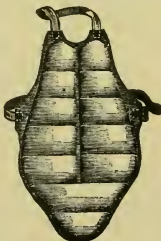
No. M. Interscholastic Catchers' Protector; full size and very well made. Each, **\$3.00**

No. 2. Youths' Catchers' Protector; well made and good size. Each, **\$2.50**



Nos. 0, 1 and M

WE were the first to introduce an inflated body protector, made under the Gray patent, and the method used then has been retained in the improved style, with the addition of a special break at the bottom, which makes it more pliable and convenient.



No. 2

A. G. SPALDING & BROS.

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The **Spalding Junior Uniform No. 5**

This uniform is made expressly for clubs composed of boys and youths and will stand the hardest kind of wear.

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Maroon, Green
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Uniform No. 5.

Complete, \$4.00

Net price to clubs ordering Nine or more Uniforms.

*Per suit, **\$3.00***

Spalding Junior Shirt, any style
Spalding Junior Pants, padded.
Spalding Junior Cap, styles 21 and 5 only.

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Spalding Junior Stockings.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

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No Larger Sizes than 30-inch waist and 34-inch chest furnished in this uniform.

The **Spalding Youths' Uniform No. 6**

Very well made of good quality Gray material.

SPALDING YOUTHS'

Uniform No. 6.

Complete, **\$1.00**

Spalding Youths' Shirt, button front, with one felt letter only.

Spalding Youths' Pants, padded
Spalding Youths' Cap, style 21.
Spalding Youths' Belt.

Spalding Youths' Stockings.

No. 4RS Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

WE have on hand a special flannel, **Royal Purple**,

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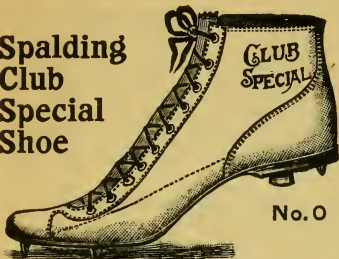


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Spalding Club Special Shoe



No. 0

No. 0. Made of carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole,

Per pair, **\$5.00**

Spalding Amateur Special Shoe

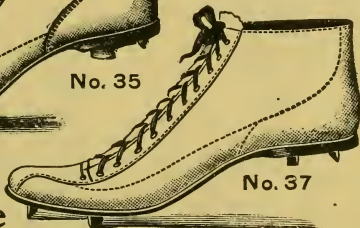


No. 35

No. 35. Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

Per pair, **\$4.00**

Spalding Junior Shoe



No. 37

No. 37. A leather shoe, complete with plates. Made on regular base ball shoe last and an excellent shoe for junior teams.

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(Patented)

No. K. A great thing for base ball players who cannot conveniently change their shoes at the grounds. The protectors are put on in a moment and will not come loose. No trouble about damaging hotel floors when these protectors are worn, as they are made of sole leather. Special elastic centre, adjusting to any size shoe.

Per pair, **\$1.50**

A. G. SPALDING & BROS.

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See inside cover page of this book.

Spalding Catalogues of Athletic Goods

We are issuing new catalogues continually throughout the entire year. Catalogues containing all information, cuts, description and prices of the full equipment[†] for the particular athletic sport covered by each catalogue.

We charge nothing for these catalogues and we mail them free on request to any address. The first issues, however, are always sent to those that we have on our records here, and as there are generally many new things contained in these catalogues which are particularly interesting to athletes—every athlete and everyone interested in athletic goods should be on this record of ours. It is only necessary to send your name and address and state just what athletic sports you are interested in, and copies of our catalogues will be mailed to you as they are issued.

Spalding Catalogues for Spring and Summer, 1907

No. 707B—Catalogue of Base Ball Goods

A handsome catalogue printed in two colors. Containing cuts, descriptions and prices of the Spalding complete line of Base Ball Goods, including base balls, bats, catchers', fielders' and basemen's mitts, infielders' gloves, catchers' and umpires' masks and protectors, bat and uniform bags, bases, home plates, pitchers' box plates, shoe and pitchers' toe plates, score books and scoring tablets, umpire indicators and foul flags,

—and—

Spalding Base Ball Uniforms, shirts, pants, caps, shoes, belts, stockings, coats, sweaters; also full descriptions of all the various athletic libraries we issue devoted to base ball.

No. 707T—Lawn Tennis Catalogue

Containing cuts, descriptions and prices of the Spalding complete line of Lawn Tennis Goods; also Squash and Squash Racquet Goods, including rackets, balls, nets, posts, markers, marking tapes and plates, racket presses and covers, handle covers, center forks, center straps, guy ropes and pegs, reels, tether tennis and score books.

No. 707G—Golf Catalogue

Containing cuts, descriptions and prices of the Spalding complete line of Golf Goods, including wood and iron clubs, aluminum clubs, rubber cored golf balls, caddy bags, gloves, marking flags and discs, hole rims and cutters, golf paint, ball cleaners, tees, score books and counters, clock golf and golfette.

No. 707L—Catalogue of Lawn Games

Cricket, Croquet, Lawn Bowls, Archery, Field Hockey, Equestrian Polo. Containing cuts, descriptions and prices of the Spalding complete line of Athletic Goods devoted to these sports and games,

—and—

Particularly interesting as containing our new line of cricket goods selected personally by Tom Hayward, acknowledged the champion cricketer of the world.

No. 707U—Catalogue of Uniform Goods

Containing cuts, descriptions and prices of the Spalding complete line of Uniform Goods for all Athletic Sports, including Base Ball, Foot Ball, Basket Ball, Running, Gymnasium, Bathing, Swimming and Field Athletic Suits; shoes, built especially for each athletic sport, athletic hats and caps, jerseys, sweaters, stockings, supporters, belts, shin guards and everything else needed in an athletic equipment,

—and—

We issue separately and will send upon application a copy of our handsome color sheet showing the various shades of material that we furnish in our base ball uniforms. A blank for measuring team and a tape measure is included with this for the convenience of teams when making up their orders.

Copies of any of the above catalogues will be mailed upon application, from any of our stores, addresses of which are on inside of front cover

Durand-Steel Lockers

WOODEN LOCKERS are objectionable because they attract vermin, absorb odors, can be easily broken into, and are dangerous on account of fire. Lockers made from wire mesh or expanded metal afford little security, as they can be easily entered with wire cutters. Clothes placed in them become covered with dust and the lockers themselves present a poor appearance, resembling animal cages.

Durand-Steel Lockers are made of high-grade steel plates, and are finished with gloss-black Furnace baked Japan (400°), comparable to that used on hospital ware, which will never flake off nor require refinishing, as do paints and enamels.

Durand-Steel Lockers are usually built with doors perforated full length in panel design, with sides and backs

solid. This prevents clothes in one locker from

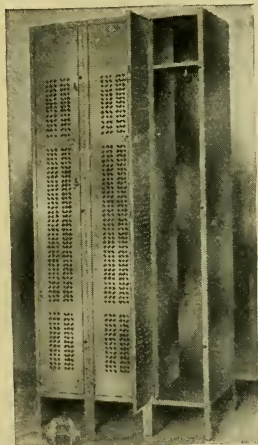
coming in contact with wet garments in adjoining lockers, while plenty of ventilation is secured by having the door perforated its entire length, but if the purchaser prefers we perforate the backs also.

The cost of Durand-Steel Lockers is no more than that of first-class wooden lockers, and they last as long as the building, are sanitary, secure, and in addition, are fire-proof.

We are handling lockers as a special contract business, and shipment will in every case be made direct from the factory in Chicago. If you will let us know the number of lockers, size, and arrangement, we shall be glad to take up through correspondence the matter of prices.



Six Lockers in Double Tier



Three Lockers in Single Tier

A. G. SPALDING & BROS.

Send for Complete Catalogue of all Athletic Sports.

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**THE FOLLOWING INDEX FROM
SPALDING'S LATEST CATALOGUES
WILL GIVE AN IDEA OF THE
GREAT VARIETY OF ATHLETIC
GOODS MANUFACTURED AND SOLD
BY A. G. SPALDING & BROS. : : :**

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Who are A. G. Spalding & Bros.?

Albert G. and J. Walter Spalding commenced business March 1st, 1876, at Chicago, under the firm name A. G. Spalding & Bro., with a capital of \$800. Two years later their brother-in-law, William T. Brown, came into the business, and the firm name was then changed to A. G. Spalding & Bros.

The business was founded on the Athletic reputation of Mr. A. G. Spalding, who acquired a national prominence in the realm of Sport, as Captain and Pitcher of the Forest City's of Rockford, Ill. (1865-70), the original Boston Base Ball Club (Champions of the United States, 1871-75), and the Chicago Ball Club (1876-77), first Champions of the National League. He was also one of the original organizers, and for many years a director, of the National League of America, the premier Base Ball organization of the world. Mr. Spalding has taken an important part in Base Ball affairs ever since it became the National Game of the United States at the close of the Civil War in 1865. The returning veterans of that War, who had played the game as a camp diversion, disseminated this new American field sport throughout the country, and thus gave it its national character.

Base Ball Goods were the only articles of merchandise carried the first year, the total sales amounting to \$11,000. Gradually implements and accessories of Athletic Sports were added, until the firm now manufacture the requisites for all kinds of Athletic Sports. Originally the firm contracted for their supplies from outside manufacturers, but finding it impossible, by this method, to keep the standard of quality up to their high ideals, they gradually commenced the manufacture of their own goods, and by the acquisition from time to time of various established factories located in different parts of the country, are now able to, and do manufacture in their own factories everything bearing the Spalding Trade-Mark, which stands the world over as a guarantee of the highest quality.